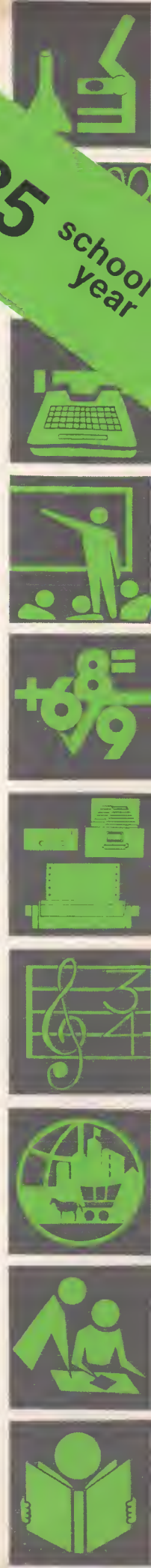# mecc

educational computing catalog

- **275 products for apple, IBM, commodore, atari, radio shack, and acorn**

- **85 new products for instructional and administrative use!**

MECC. There's no substitute for the experience.[T.M.]

MECC Services

The Minnesota Educational Computing Corporation is an organization established in 1973 to assist Minnesota schools and colleges in implementing educational computing. MECC provides a variety of services to education, including 1) development and distribution of computer software; 2) in-service training for educators and development of materials for conducting training; 3) educational computing assistance through newsletters and computer purchase contracts; and 4) management information services, including the development and maintenance of statewide payroll/personnel and financial accounting software and administrative computer packages. MECC's knowledge and expertise in the educational computing field comes from more than a decade of working with and providing leadership for thousands of local educators on a daily basis.

- **MECC Educational Computing Catalog**
  A catalog containing instructional computing courseware, all-purpose training materials, and administrative software is published each year and distributed at no charge. To request a catalog, write or call MECC Distribution (Telephone: 612/481-3527).

- **MECC Memberships**
  Non-Minnesota non-profit educational institutions may obtain annual service agreements with MECC which qualify them to obtain MECC courseware and training at special reduced prices. For up-to-date pricing and procedural information on these memberships, write or call MECC Institutional Memberships (Telephone: 612/481-3512).

- **Training Programs**
  MECC staff conducts educational computing workshops for educators throughout the United States. For information on workshop schedules or to arrange a special training activity, write or call MECC User Services (Telephone: 612/481-3621).

- **MECC Network Newsletter**
  Published regularly throughout the school year, MECC's newsletter focuses on MECC activities, training materials, and educational courseware. To obtain, write or call indicating your interest in the MECC Network Newsletter (Telephone: 612/481-3606).

- **Help Line**
  If you have any problems using MECC software:
  1) make note of the name and version number of the product;
  2) note the brand and model of the equipment involved, as well as the type of printer card used if the problem concerns a printer;
  3) write or call the Help Line to describe the problem (612/481-3660).

MECC
3490 Lexington Avenue North
St. Paul, MN 55112
(General Information: 612/481-3500)

March 20, 1985

Dear Catholic School Principal:

There is no substitute for the experience!

The Minnesota Educational Computing Corporation, better known as MECC, capitalizing on more than ten years of experience, provides the largest educational software selection in the world. Ranging from preschool to high school to the school office, MECC products meet your school's needs. Enclosed is a <u>MECC Educational Computing Catalog</u> and a special 10% off coupon.

<div align="center">

**TAKE THIS COUPON TO YOUR
FAVORITE SOFTWARE DEALER**

</div>

If the dealer does not have the MECC products you want, then please ask your dealer to contact their favorite educational computing products distributor or MECC.

This special Catholic School introductory offer is made to encourage you to get MECC products for your school. You will see why our software receives the highest marks from educators worldwide.

If you have any specific questions regarding ordering or the MECC dealers in your area, call me or our sales assistant Shirley Griffing.

Yours truly,

MINNESOTA EDUCATIONAL COMPUTING CORPORATION

John J. Ferret, Jr.

John J. Ferret, Jr.
School Products Sales Representative
(612) 481-3550

JJF/grb

Enclosures

P.S. Also enclosed is a special purchase option for your computer lab. Obtain any MECC Instructional Package including one teacher's manual in a three-ring binder, and from 5 to 10 additional diskettes. Use the coupon for a special price.
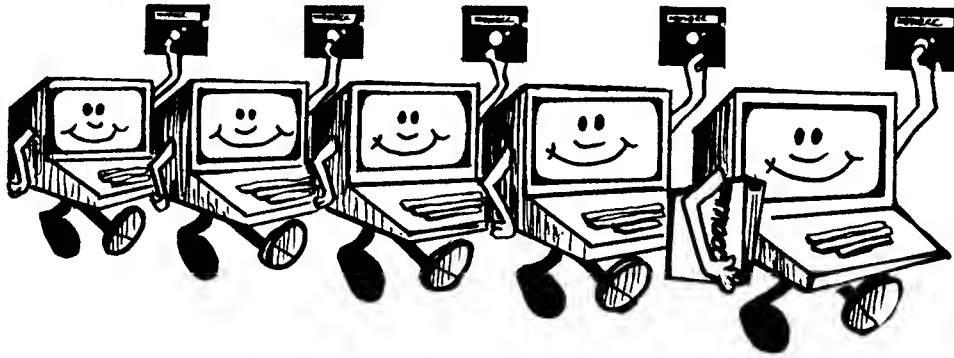
Computer Lab Supervisor:
A limited time offer from your MECC Software Dealer.

GET AS MANY AS 10 DISKETTES
WITH A MECC MANUAL FOR ONE LOW PRICE!

DESCRIPTION: For a limited time we are offering schools the ability to purchase selected MECC products in MECC Lab Kits. A MECC Lab Kit is a MECC product containing one teacher's manual, one three-ring binder, and from five to ten additional diskettes. This special offer for MECC Lab Kits is good only from February 1, 1985 through May 3, 1985.

PRICING: Limited Time Offer for MECC Lab Kits:

```
Lab Kit with  5 diskettes ... catalog Retail price + $100
Lab Kit with  6 diskettes ... catalog Retail price + $125
Lab Kit with  7 diskettes ... catalog Retail price + $150
Lab Kit with  8 diskettes ... catalog Retail price + $175
Lab Kit with  9 diskettes ... catalog Retail price + $200
Lab Kit with 10 diskettes ... catalog Retail price + $225
```

EXAMPLE: If a school wanted a lab kit of Problem-Solving Strategies containing 9 diskettes, the price would be the retail price of $48, as noted in the MECC Catalog, plus $200. The total price is $248--a savings of $184 if nine separate products were ordered.

EXCLUSIONS: The following products cannot be purchased in a lab kit format: MECC home products, administrative software, training products, the MECC Interactive Videodisc Economics Course, and products labeled as School Utilities.

For special ordering information contact your dealer. Note: Orders of lab kits will be processed and shipped within 30 days of the receipt of the order by MECC.

mecc MECC's primary purpose is to assist educational computer users in coordinating, obtaining, and using educational computing materials and methods.

What is in this catalog?

Instructional Courseware:

● MECC has been producing microcomputer courseware since 1978. MECC courseware is primarily designed as supplemental material for use with children. Its versatility allows teachers and parents to fit computer activities into learning activities where it is most appropriate. MECC courseware has been used by educators in Minnesota, other states, and throughout the world, and its design reflects the benefits of this experience. MECC courseware includes diskette, backup diskette, and support material containing learning objectives, exercises, and worksheets for use with the programs.

In-service Training Products:

● Each year MECC staff present several hundred workshops and classes to educators. Many of the materials used for this training, including session plans, lecture notes, handouts, and in some cases sample computer programs, have been compiled into training manuals for others to use for in-service workshops and classes.

Administrative Software:

● MECC has over ten years of experience developing administrative products which are well regarded for their ease of use and excellent user documentation. Software is now available in the following areas: finance, payroll, student records, daily attendance, facility and equipment scheduling, and energy management. This provides an extensive line of products which will continue to grow in the future. MECC administrative software allows schools to make multiple use of their personal computer resources at both the school and central office management levels.

A new feature has been added to this catalog to assist readers who wish quick familiarity with the great variety of MECC educational and administrative software. Apple product descriptions now include cross-references for similar products that are available for the IBM, Commodore, Atari, Radio Shack, and Acorn computers.

Institutional Memberships

MECC offers a unique licensing arrangement whereby non-profit educational organizations can obtain MECC courseware and training products at substantially reduced prices. These licenses are granted to institutions -- individual school districts, cooperative service centers or regional centers, or state/provincial Departments of Education. The licensed institution may then obtain MECC courseware at special prices and distribute the support manuals and diskettes to its clientele. For more information on these licenses, contact the MECC Institutional Member Representative, (612) 481-3512.

Training for Instructional Computing

Training for staff is a critical component of any institution's instructional computing program. MECC provides training for teachers, support staff, and administrators in the use of the products in this catalog and a wide variety of additional topics. MECC training practices and materials benefit from nearly a decade of experience in working with educators. For further information on how your institution can obtain MECC instructional computing in-service training, contact the MECC Manager of User Services, (612) 481-3621.

minnesota educational computing corporation
3490 Lexington Avenue North
St. Paul, Minnesota 55112

Table of Contents

Three important products for
MECC Apple courseware users.

THE MECC BOOK FOR THE APPLE - 1984

This guide to the MECC courseware collection assists educators in selecting materials to fit their specific needs. Courseware for the Apple II computers is indexed by program title, by curriculum area, and by grade level. These indexes direct the reader to more complete infarmation on each program. By using The MECC Book far the Apple, the topic, grade level, reading level, educational objectives, and a brief description of each program on any diskette are easily obtained.

The MECC Book for the Apple - 1984 includes products released through January 1984. New updated editions af The MECC Baok will be announced as they become available.

Na. G-959 Book (347 pages). $15.00

See similar product far Atari on p. 64.

MECC APPLE COURSEWARE LIBRARY CARDS

Save your school librarian or media specialist hours of typing and cataloging with the MECC Apple Caurseware Library Card collection. This set of over nine hundred cards catalogs Apple courseware and training diskettes and manuals praduced by MECC through 1984. The cards are alphabetized by product title--from Addition Logician ta Writing a Narrative--with each product numbered using the Dewey/Sears system. Cards for each product include a main entry card, subject cards, added author and title cards, and an extra shelflist card.

No. G-804 Library Card Set $40.00

THREE-FOLD VINYL BINDERS FOR MECC SUPPORT MANUALS

These attractive three-fold vinyl binders, designed especially for our new praduct covers, allow the package to stand squarely an any shelf. Clear plastic holders on the front cover and spine keep the product title visible at all times. Each one-inch binder will hold ane manual and two diskettes.
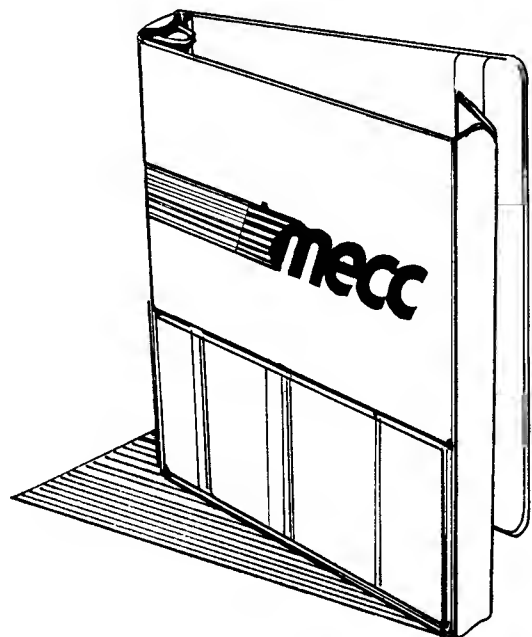
No. G-803 Three-fold Binder $6.00

THREE-FOLD VINYL BINDERS

administrative

PAYROLL

(Administrative)

This system provides for up to 250 employees on the payroll (salaried, contracted, and unit-paid). It provides the capability for overtime payments and allows up to eleven voluntary payroll deductions per employee. The system will accumulate fiscal, calendar, and pay-period totals. The number of pay periods per year is determined for each employee. Supplemental payments can be paid on the regular payroll check or on an optional second check. The system will maintain retirement number, fiscal gross wages, and fiscal retirement deductions for each employee. More than twenty different reports can be requested in a variety of sorted sequences, in addition to printing the actual payroll checks. A payroll distribution report is provided for easy entry into the Finance system.

No. 2002   Apple 48K Diskettes & Backups with 133-page Support Manual . . . $600.00

FINANCE

(Administrative)

This system provides for accounting functions based on double-entry (debit/credit), cash, and modified accrual accounting systems. The system is capable of maintaining up to 1000 transactions per period, 1000 vendors/customers, and 1300 account codes (in any combination of expenditure, revenue, and general ledger accounts). The system provides for Uniform Financial Accounting and Reporting Standards (UFARS) established in Minnesota law, but can be used by other states to facilitate their reporting requirements. More than 35 different reports are available with a variety of sorting, selecting, and totaling capabilities, in addition to producing vendor checks.

No. 2006   Apple 48K Diskettes & Backups with 194-page Support Manual . . .$900.00

For more information on Administrative products, write or call MECC Management Information Services (612) 481-3548.

Technical Information

Apple

All software is distributed on diskettes and is designed to operate on all Apple II microcomputers with at least 48K memory and Applesoft BASIC in ROM, unless otherwise indicated. All diskettes use DOS 3.3 Apple[T.M.] and Applesoft[T.M.] are trademarks of Apple Computer, Inc.

STUDENT RECORDS

(Administrotive)

This system is the dotobose for o MECC product line of integroted student systems. It mointoins oll pertinent student informotion for up to 725 students os well os oll necessary school informotion. It provides flexible, user-specified reporting ond ollows school odministrotors to define their own coding structures for doto items such os enrollment codes, residence codes, tuition codes, tronsportotion codes, etc. It will promote students one grode ot the end of the school yeor, deleting withdrown ond groduoted students.

Note: this system requires the use of on Apple //e computer with on 80 Column Cord.

No. 2003   Apple 64K Diskettes & Bockups with 103-poge Support Monuol . . . $100.00

STUDENT DAILY ATTENDANCE

(Administrotive)

This system provides for student daily ottendonce functions for up to 725 students. The school colendor is built one doy ot o time to occurotely trock instructionol ond non-instructionol doys. Attendonce moy be token by doy, holf-doy, or by closs periods (up to twelve). Attendonce informotion con be entered by keyboord, cord reoder (HEI or Chotsworth), or sconner (NCS Sentry 3000 or Scon-Tron Model 1200). When using the keyboord, ottendonce doto con be entered in o voriety of time-soving methods, such os outomoted homeroom lists. The system provides for eleven types of doily or periodic reports with severol options to meet the specific needs of odministrotors, ond provides for five yeor-end reports to oid in stote reporting. By using this pockoge, MECC Student Records (product no. 2003) informotion con be updoted with morking period obsence ond tordy figures (up to six morking periods per school yeor).

Note: this system requires MECC Student Records (product no. 2003) ond the use of on Apple //e computer with on 80 Column Cord.

No. 2004   Apple 64K Diskettes & Bockups with 121-poge Support Monuol . . . $200.00

FACILITY AND EQUIPMENT SCHEDULER

(Administrotive)

This flexible, menu-driven system mointoins o list of rooms ond room usoge. Up to 500 rooms with 500 current events ond 750 post events moy be entered. Seven user-definoble chorocters ollow detoiled informotion obout eoch event to be mointoined. Informotion con be sorted on one of nine fields. Reports con be printed, listing events by dote, time, buildings, ond other voriobles. The progrom will inform the user if there is o scheduling conflict between two events in the some room.

No. 2005   Apple 48K Diskette & Bockup with 79-poge Support Monuol $100.00

ENERGY MANAGER

(Administrotive)

This system provides o method of trocking energy use ond costs over o period of time. After entering fuel consumption doto for your buildings, Energy Monoger will provide o summory of fuel usoge, os well os reports ond chorts showing totols ond percentoges of the costs ond consumption of the fuels. Unusuol fluctuotions in fuel costs con be reodily spotted ond more eosily deolt with. Energy Monoger also mointoins records of energy conservotion methods ond resultont sovings.

No. 2007   Apple 48K Diskette & Bockup with 70-poge Support Monuol $100.00

business education

THE ELECTRONIC SPREADSHEET — REVISED EDITION

(Grades 9-12)

Help your business education students turn their Apple computer into a "what if" machine by teaching them to use the VisiCalc^{TM} spreadsheet. With this new revised version of The Electronic Spreadsheet, your students will learn how to do anything they would normally do on the traditional accountant's worksheet-- without the use of an eraser! A change in any part of the spreadsheet causes the automatic correction of all other cells on the spreadsheet which the change affects.

The Electronic Spreadsheet package provides a tutorial which introduces students to the VisiCalc^{TM} commands and provides practice exercises. The latter part of the manual contains sets of practical problems for solving with an electronic spreadsheet. These are grouped for use in specific business education courses such as consumer economics, record keeping, data entry, bookkeeping and accounting, office machines, office procedures, and business management. A diskette containing templates for use in solving some of the problems is included in the package. (VisiCalc^{TM} is a product of VisiCorp and must be purchased separately.)

No. A-764 Apple 48K Diskette & Backup with 168-page Teacher's Manual with Student's Manual $49.00

No. A-765 Student's Manual (48 pages) . . . $8.00

DATA HANDLER IN THE CLASSROOM

(Grade 10-Adult)

Data Handler in the Classroom is designed to teach database concepts using MECC's Data Handler database system (product no. A-129). A tutorial and a set of application problems teaches your students the features of a database system, and a data diskette containing a company personnel file is used with the tutorial.

Data Handler in the Classroom will help Business Education students learn how to do anything that would normally be done in a traditional filing system, but without the use of file folders, file cabinets, and other office equipment and supplies. The student can modify and delete anything that has been recorded in the file, enter new records to the file, sort and search within the file, create reports and mailing labels, and print any of these items.

Use of this product requires MECC's Data Handler, a 48K Apple II or //e, two disk drives, and a printer. The Data Handler in the Classroom package includes a Teacher's Manual, Student's Manual, and data diskette.

No. A-101 Apple 48K Diskette and Backup with 100-page Teacher's Manual with Student's Manual $49.00

No. A-102 Student's Manual (70 pages) . . $10.00

WORD PROCESSING ON THE APPLE — REVISED EDITION

(Grades 9-12)

Expand your students' skills by offering them hands-on experience with word processing. This package, used in combination with the Apple Writer // word processing system, introduces fundamental concepts for the Apple //e or //c computers.

The student manual contains seven self-instructional lessons on the operation of Apple Writer //. Instructions are given for both DOS 3.3-based or 2.0 (ProDOS-based) versions. A series of fifteen realistic problems allows students to enter, edit, and print letters and manuscripts. A task diskette containing documents to be used in the lessons is included. Apple Writer //, published by Apple Computer, Inc., must be purchased separately.

No. A-769 Apple 64K Diskette & Backup with 102-page Teacher's Manual with Student's Manual $36.00

No. A-770 78-page Student's Manual . . . $12.00

PAYROLL SYSTEM: A BUSINESS SIMULATION

New

(Grade 9-College)

With businesses of all sizes depending on computers to complete normal office procedures, today's business education courses must help students gain knowledge of computerized business operations.

Payroll System provides a set of information processing programs which simulate computer-based payroll systems. Using this program and the support materials, students gain experience in creating data files and processing payrolls. The program allows students to print checks, quarterly reports, end of the year reports, and W-2 forms. A short Application Problem is included in the manual. Tax tables are easy to update. Peripheral equipment required includes two disk drives and an 80-column printer.

Note: this package replaces Business Education Volume 2 (product no. 713).

No. A-104 Apple 48K Diskette & Backup with 71-page Support Manual . . . $48.00

BUSINESS EDUCATION VOLUME 1 - UTILITIES

(Senior High-Adult)

A collection of very practical programs, useful in a number of business education settings, is found in Business Education Volume 1. Some topics covered by the tutorials and problem-solving programs on the diskette are: interest on installment buying, effects of simple and compound interest, loan amortization, business financial reports, money supply, payroll, and the 1040A tax form. Support materials provide worksheets and input forms for use by the students.

No. A-714 Apple 48K Diskette & Backup with 46-page Support Manual . . . $45.00

See similar product for IBM on p. 50.

BUSINESS EDUCATION VOLUME 3 - ACCOUNTING

(Grades 9-12)

The computerized office is here to stay. Accounting tasks are being done on computers and the business education classroom is responding by preparing students to use this new "electronic tool." Business Education Volume 3 provides realistic experience with a computerized accounting system. It is designed to supplement an advanced or second-year accounting class. The package consists of four integrated systems: general ledger, accounts payable, accounts receivable, and inventory control.

Business Education Volume 3 contains a prepared set of account vendors, outstanding vouchers, customers, outstanding invoices, and inventory items for a hypothetical company. Students use a series of projects and processing cycles from the support manual as they learn the four systems. An accompanying answer key contains test answers, correctly completed input forms for each project, and all reports and proofs completed by students as part of the projects.

Equipment requirements include a dual disk drive and a 132-character printer.

No. A-721 Apple 48K Diskette & Backup with 144-page Support Manual and 117-page Answer Key $49.00
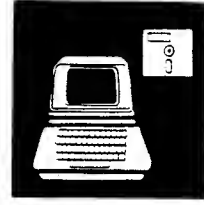
computer literacy/
computer science

FILES ON THE APPLE

(High School-College)

This learning module consists of a student text, an answer key, and a diskette. The topics covered include the use of Apple II sequential files, random access files, and binary files. The student text consists of five chapters, including example programs, exercise sets, chapter reviews, and chapter quizzes. Answers to the exercise sets and chapter quizzes are provided in the separate answer key. All example programs, including those in the answer key, are included in the diskette.

No. T-641 Apple 48K Diskette & Backup with 85-page Student Manual $46.00

No. T-642 Answer Key (26 pages) $4.00

APPLE II QUICK REFERENCE GUIDE

This handy pocket-size card contains instructions on using the computer, copying diskettes, making changes in programs, using system commands, etc. The card is for an Autostart 3.3 Apple II+. This card was developed by TIES (Total Information Educational Systems).

No. T-620 Reference Guide . . . . $ 1.00

INTRODUCTION TO APPLESOFT BASIC

(High School-College)

This package introduces students to elementary and intermediate level Applesoft BASIC programming. It is intended for use in a classroom lecture setting, along with regular assignments given to the students. Approximately six weeks is required to cover the material, assuming five hours of classroom instruction per week.

The text is divided into five chapters, each ending with a review quiz. Each chapter in turn consists of several sections, each section ending with a set of exercises. Answers to the exercises and to the review quizzes are found in the separate answer book. The five chapters are: Output/Input, Looping, Functions, Data and Strings, and Special Features.

The diskette contains copiable versions of sample programs and exercise solutions.

No. T-637 Apple 48K Diskette & Backup with 118-page Student Manual . . . $46.00

No. T-636 Answer Key (48 pages) $5.00

> **"MECC is recognized internationally as the most comprehensive educational computing support group . . . in the United States."**
>
> *-- Education USA*

EZ LOGO

(Preschool-Grade 3)

EZ Logo provides children at the primary level (ages 4-8) the opportunity to use the computer in self-directed ways. With a simple set of one-letter commands, children can control the computer and explore its capabilities. Even children who are just beginning to read and compute can successfully explore turtle graphics.

EZ Logo is used in conjunction with Apple Logo software. In order to use the EZ Logo programs, it is necessary to boot the Apple Logo disk first. EZ Logo can be used on the Apple II, Apple II+, or Apple //e computer with 64K memory. A few of the activities would benefit from the availability of a printer.

No. A-775 Apple 64K Diskette & Backup with 79-page Support Manual $48.00

No. 0111 Additional Keyboard Sticker Sheets $1.00/sheet

PASCAL LEARNING AIDS

(High School-Adult)

This diskette and support manual contain a collection of Pascal programs of increasing difficulty that can be studied and run as part of a course of study on the Pascal language. Sixty programs can be found on the diskette, and a listing of each one appears in the accompanying manual. The booklet also includes tables indicating which concepts and instructions are covered in each program and other tables indicating the sequence of instruction in five Pascal textbooks.

Equipment requirements include an Apple II with 64K memory and the Apple Pascal System.

No. A-748 Apple 64K Diskette & Backup with 71-page Support Manual $49.00

APPLE LOGO IN THE CLASSROOM

(Grades 5-9)

This manual is designed to help teachers begin using Logo in the classroom. The activities establish an initial environment for the introduction of Logo and then broaden into an open-ended student investigation. The purpose of the manual is to allow teachers to bring into the classroom the excitement of teaching with Logo without having had any previous training in it.

This manual is designed to accompany the Logo language software published by Apple Computer, Inc. The materials are divided into ten modules that enable students to progress from simply learning the fundamentals of the language to using Logo as a problem-solving and creative-thinking tool. Extensive teacher notes are included for each activity in addition to reproducible student worksheets. Topics covered include designing pictures on the screen, working with words and sentences on the screen, combining these components into procedures, editing procedures, providing for input in procedures, and designing recursive procedures. The materials emphasize the need to let students explore, on their own, the use of Logo, in addition to using the activities in the manual.

No. T-644 Training Manual (215 pages) . . $28.00

APPLE PASCAL USER'S GUIDE — REVISED EDITION

(Self-Education Reference)

This revised manual introduces a Pascal user to the features of the Apple II Pascal System Version 1.1 and the new Version 1.2. Prerequisites to the use of this guide are some knowledge of Pascal (in another environment) and a familiarity with the Apple II. The guide provides the Pascal user with the information necessary to use the Apple II Pascal System in the creation and execution of Pascal programs. (Please note that the subject of this guide is the operating system, not the Pascal language itself.)

The guide leads the user through the most frequently used operations in the command, editor, and filer modes of the system. The use of files and a printer are also included. Major differences between Versions 1.1 and 1.2 are described. After mastering this guide, the user can more easily understand and make better use of the Apple Pascal reference manuals.

No. T-627 Training Manual (51 pages) . . $10.00

MOUSE IN THE MAZE

(Grades 7-12)

How would you tell a mouse to find its way through an unfamiliar maze? Always turn to the right? Make a random turn at each intersection? Students with only an introductory knowledge of BASIC can now write sophisticated maze-solving algorithms, program them into the computer, and then have their mouse compete against others in the class.
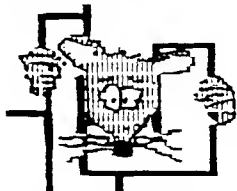
The computer displays a maze on its screen. The student's mouse must then find its way out of the maze in the shortest possible time. This package contains all of the directions, rule sheets, and computer utilities to help a teacher conduct a programming contest or use the activity as a student's term project in a programming class.

No. A-772 Apple 48K Diskette & Backup with 25-page Support Manual $43.00
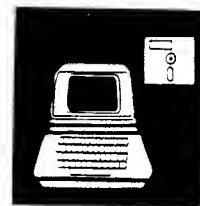
INTRODUCTION TO PASCAL FOR PROGRAM-MING TEACHERS

(Teacher Training, Adult Students, High School)

As high schools begin to add computer science to their curricula, many desire to teach advanced programming languages which stress structured programming concepts. Most often, Pascal will be the language chosen for this purpose. Because most teachers are not familiar with Pascal, new training will be needed. This diskette and manual provide the materials needed to present a 30-hour training session which introduces programming teachers to the fundamentals of structured programming using Apple Pascal.

Topics covered include the Apple Pascal operating system and editor, Pascal programming statements, and data structures. Structured programming techniques and hands-on experience are emphasized throughout. The contents are also designed to provide teachers with the necessary knowledge and skills to design a class for students that follows the College Board's Advanced Placement Computer Science syllabus.

No. T-656 Apple 64K Diskette & Backup with 238-page Training Manual . . . $65.00

101 ACTIVITIES FOR COMPUTER CLASSES

(Junior/Senior High)

What do your computer programming students do while they await their turn on the computer? This book lists 101 constructive activities to help solve your classroom management problems. Topics for the activities are grouped into classroom management, history of computers, computer concepts, impact of computers on society, the computer industry, number systems, flow charting, and programming.

Eighty-six different worksheets can be duplicated for student use. Students can use these as a basis for research or as meaningful activities between regular classroom assignments.

No. T-643 Activity Book (142 pages) . . . $18.00

THE FRIENDLY COMPUTER

(Primary)

This package contains five programs that introduce young students to the Apple II computer. KEYBOARD introduces students to the locations of the keys on the Apple II+ and //e keyboards. ZEBUG uses a game format to provide students with practice in locating the keys. TERM WORM graphically displays the major components of a computer system. PICTURE allows students to create drawings using single keystroke commands. The pictures may be saved on the diskette and later shown by the PICTURE SHOW program.

The support manual contains student handouts that complement the various programs. These handouts may be assembled into a booklet for student use.

No. A-779 Apple 48K Diskette & Backup with 67-page Support Manual $48.00

No. 0110 Additional Keyboard Sticker Sheets
. . . . $1.00/sheet
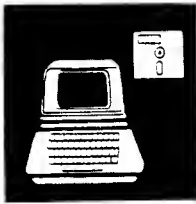
APPLE ASSEMBLY LANGUAGE

(Advanced Programming)

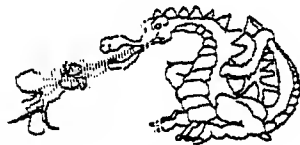These comprehensive materials provide the basis for an introductory course in Apple Assembly language. The manual includes class outlines, extensive informational handouts, and 36 sequenced student exercises. The diskette contains six utility programs to aid the beginning or advanced assembly language programmer.

THE 6502 CPU is an animated simulation of the 6502 microprocessor, illustrating the operation of each instruction. STEP AND TRACE is a powerful debugging tool for machine language programs. The Mini-Assembler and the Editor-Assembler, both products of Apple Computer, Inc., are available on this diskette. The last program, CONVERT, allows for fast and convenient conversion between binary, hexadecimal, decimal, and ASCII character values.

A standard assembly language textbook or reference book should be used in conjunction with these materials.

No. T-691 Apple 48K Diskette & Backup with 111-page Support Manual . . . $49.00

SHAPE TABLES

(Intermediate-Advanced Programming)

Four utility programs enable you to create shape tables (high resolution graphics) from the keyboard and to print three sizes of characters on the screen.

Twelve shape table files on this diskette contain 187 preformed shapes that can be incorporated into your programs.

The support manual contains information essential to the use of these programs, as well as illustrations of the prestored shapes.

No. A-724 Apple 48K Diskette & Backup with 62-page Support Manual $45.00

PROGRAMMER'S AID VOLUME 2

(Intermediate-Advanced Programming)

This collection of versatile utility programs assists programmers in developing new material. It contains MASTER, a powerful Applesoft program, to produce characters on the high resolution graphics screen in a variety of sizes and colors, provide extended input capabilities, produce musical notes, and provide frame numbering. GRAPHIC TABLET allows the production of shape tables using the Apple Graphics Tablet. DISK EDITOR is a binary program that shows the sector - by - sector contents of a diskette and allows changes to individual bytes. SORT is an Applesoft program which selects a binary subroutine to sort string arrays. GR TO HGR is a binary routine to convert low-resolution graphics to a high-resolution display. HEX/DEC is an Applesoft program for conversion of hexadecimal and decimal numbers. The information contained in the support manual is essential for using these programs.

No. A-747 Apple 48K Diskette & Backup with 98-page Support Manual $48.00

MECC's Convenient

Order Form and

Terms of Purchase

Follow Page 94.

12

EXTENSIONS TO APPLESOFT BASIC

(Intermediate-Advanced Programming)

This package contains the programming utility EBASIC—a machine language program that adds new features and commands to Applesoft BASIC. Many of the commands, such as REPEAT/UNTIL and CASE promote a structured approach to programming in BASIC. The FMTS function formats string or numeric values in justified, dollar, decimal point, and comma modes. The diskette also includes example programs illustrating the features of EBASIC.

The support manual describes the commands and functions, and explains their use in the example programs. The manual is essential for effective use of this program.

EBASIC occupies approximately 4K of memory and operates with Applesoft either in ROM or loaded in a language card.

No. A-786 Apple 48K Diskette & Backup with
31-page Support Manual $43.00
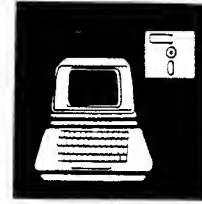
STRUCTURED DESIGN AND PROGRAMMING

>New<

(Teacher Training, Adult Students, High School)

Creating programs which work correctly the first time requires careful program planning and design. Such design skills are essential for computer science students and their instructors. This diskette and manual provide materials needed to teach these concepts to programming teachers and high school/college students. Training notes, transparency masters, and participant handouts for a ten- to twelve-hour class are provided. A copiable diskette includes all sample programs necessary to teach the course, as well as possible solutions for the classroom programming activities.

The course content is applicable for inclusion in introductory BASIC, Pascal, and FORTRAN classes. Design concepts include top-down design, pseudocode planning, and stepwise refinement of tasks. Design tools such as IPO charts, data flow diagrams, and data dictionaries are presented and used in the class. Organization and management of a structured design process are also presented and practiced, including structured walk-throughs, programming teams, structured testing, and documentation.

Additional materials suggested include MECC's Extensions to Applesoft BASIC (product no. A-786).

No. T-615 Two Apple Diskettes & Backups with
206-page Training Manual . . . $80.00

MECC HI-RES TOOLKIT

>New<

(Grades 9-12)

The MECC Hi-Res Toolkit is a high-resolution character generation package containing a utility program, HPRINT, which allows text and graphics to be easily mixed when programming in Applesoft BASIC. HPRINT has many features which give greater control over graphics, animation, text output, and input. Many of these features are demonstrated by the program HPRINT FEATURES and a sample program which uses HPRINT.

Programs using HPRINT may use several different fonts. The FONT EDITOR program allows you to change or create your own fonts. Several ready-to-use fonts are supplied on the diskette along with FONT EXAMINER, a utility program for examining fonts.

No. A-105 Apple 48K Diskette & Backup with
50-page Support Manual . . . $45.00

EXPLORING SORTING ROUTINES

>New<

(Senior High-College)

Sorting is a common process that is often associated with large amounts of information, such as long lists of names or addresses. The Exploring Sorting Routines package is designed to be used in programming classes as a means of exploring and comparing methods of sorting lists of data.

This package has four BASIC programs designed to aid both teachers and students. The CLASSROOM DEMONSTRATIONS program uses large-text graphics, enabling the easily-read characters to be displayed on a monitor in front of the classroom. INDIVIDUAL STUDENT DEMONSTRATIONS allow individuals or small groups to investigate some sorting routines on their own. SORT COMPARISONS allows students to compare the efficiency of each of the sorting methods. And, VISUAL SORTING DEMONSTRATIONS give students a concrete visual idea of how sorting routines work.

No. A-110 Apple 48K Diskette & Backup with
37-page Support Manual $36.00

EXPERIENCING PROCEDURES

(Grades 6-9)

This module is designed to be a student's first introduction to computer programming. Learning to organize a program into a set of procedures not only introduces good program design but also good problem-solving skills. With FLY, a simple graphics-oriented language, students can write procedures to create geometric objects on the screen. This introduction to procedures can then be transferred to the learning of other computer languages.

No. A-810 Apple 48K Diskette & Backup with 63-page Teacher's Guide . . . $36.00

PROCESSING WORDS

(Grades 6-9)

Word processing is changing the nature of business throughout the world. Using computers to manipulate text material is redefining the role of the traditional secretary. Applying concepts of word processing to other forms of communication will alter the nature and amount of information available to us.

This module introduces the elementary concepts of word processing to students. The students use the classroom computer to enter, edit, and format text material. Using a simple electronic mail program, word processing concepts are applied to electronic form letters and mass mailings.

No. A-813 Apple 48K Diskette & Backup with 44-page Teacher's Guide $36.00

CHARTING A PATH

(Grades 6-9)

Flowcharts provide the translation between the statement of a problem and the formalized writing of a computer program. They are a useful way of organizing information. As such, they can also be used to solve problems other than computer-related ones.

This module introduces the language and symbols of flowcharts for both word and computer problems. Students draw flowcharts and write computer programs to solve simple problems using the LET, INPUT, PRINT, and END statements. Flowcharting is presented as action. This module is designed to follow the use of The Three R's of Microcomputing (The Glass Computer).

Note: Charting a Path was formerly listed as product no. 1012.

No. A-812 Teacher's Guide (39 pages) . . $4.00

THE THREE R'S OF MICROCOMPUTING (THE GLASS COMPUTER)

(Grades 6-9)

The most basic functions of a computer are the input, output, and processing of information. These computer functions correspond to the traditional three R's--reading, writing, and arithmetic. With this module, teachers can begin teaching the BASIC language. Reading, or "input," is taught using the INPUT statement; writing, or "output," is presented using the PRINT statement; and simple arithmetic functions, or "processing," are illustrated using the LET statement. The lessons build on the ideas of procedure-oriented programming developed in the Experiencing Procedures module.

A special feature of this package is a program called the GLASS COMPUTER. This program is designed to demonstrate graphically how computers internally work. The program interprets each BASIC statement one at a time and then simulates what the computer does with each. Thus, the GLASS COMPUTER gives the students a concrete picture to help them understand the abstract processing of computers.

No. A-811 Apple 48K Diskette & Backup with 55-page Teacher's Guide $36.00
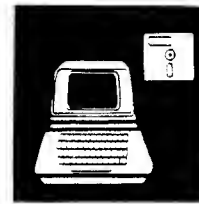
LOOPS

(Grades 6-9)

In this module, the concept of repeating a process, or "looping," is introduced. The FOR/NEXT statement is presented as a convenient means of controlling a fixed number of repetitions. The function of the FOR/NEXT command in a computer program is explored using the GLASS COMPUTER. Students examine programs using the FOR/NEXT statement as well as write their own programs.

A second lesson introduces the READ/DATA statement as a convenient way to handle a large amount of information. The function of READ/DATA in a computer program is explored using a simple program. Examples of programs using READ/DATA are given to the students along with an activity in which the students write programs using READ/DATA.

This module is divided into two lessons and includes handouts and transparencies. A quiz is provided to evaluate student progress upon completion of the module.

No. A-814 Apple 48K Diskette & Backup with 37-page Teacher's Guide $36.00

See similar product for Commodore on p. W-6; for IBM on p. 52.

PROGRAMMING SPECIAL PROJECTS

(Grades 6-9)

The ability of students to develop a computer program to solve a problem is one measure of their computer literacy. In order to write a meaningful computer program, students need to have a working knowledge of a computer language and procedures and have confidence in their ability to interact in a constructive manner with the computer.

In this module, students are taught a variety of programming commands which will increase their ability to use the computer for problem solving. Programs using HTAB, VTAB, and GOSUB are introduced, as well as the process of string manipulation. In the second lesson, students examine and run a simple adventure game which uses the commands that they have learned, plus some new commands, to produce graphics. Students may select additional advanced applications to further their development of programming skills. The module also includes handouts, transparencies, and a quiz.

No. A-818 Apple 48K Diskette & Backup with 51-page Teacher's Guide $36.00

See similar product for IBM on p. 51.

THE IFS AND THENS OF PROGRAMMING

(Grodes 6-9)

The concept of bronching, on importont feoture in computer progroms os well os in logic, is introduced in this module. Here students leorn the distinction between unconditionol ond conditionol bronching.

The three lessons in this module introduce the IF/THEN statement os o form of conditionol bronching bosed on logicol decisions. The GOTO stotement is olso explored os o form of unconditional bronching.

The functions of both statements ore explored using flowchorts ond by listing ond running simple demonstrotion programs on the computer. Examples of progroms with IF/THEN ond GOTO ore given to the students together with octivities in which the students write progroms using these stotements. The module olso includes hondouts, tronsporencies, ond o quiz.

No. A-113 Apple 48K Diskette & Bockup with 40-page Teacher's Guide $36.00

See similor product for Commodore on p. W-6; for IBM on p. 52.

MECC COMPUTER PARTS KIT

Seeing is believing ond with this collection of computer parts you con now show your students the ports of o computer which you could only tolk about before. Components from oll three generations of computers are included: printed circuit boards with vocuum tubes, tronsistors, ond integrated circuits. Varieties of magnetic tape ronging from 1/8" to 3/4" — including o rare metallic form — complement several different floppy diskettes and o 14" hord disk as somples of moss storoge medio. Using a bottle of developer, included in the kit, your students can now see the sectors, blocks, ond trocks on magnetic tape ond disks. With the core plone, students not only leorn obout hardware, but can olso strengthen their concepts of bits ond bytes. The kit olso includes a variety of punch cords, microfiche, and other computer materiols. A teacher's guide provides you with background informotion on oll of the ports and contoins a variety of octivities ond investigations for your closs to conduct.

No. G-647 . . . . $75.00

MICROCOMPUTERS: A COURSE FOR PARENTS AND CHILDREN

(Community Training)

With so mony families now owning personol computers, porents os well os children need troining in the computer's use. This monuol provides the training materials for a five-session course in which children ond their porents participate together. The focus of the activities is leorning to communicate with the computer using the BASIC longuoge. Other topics include how computers work and how they ore used.

The materials include notes for the troiner, sheets for closs octivities, and take-home octivity sheets for the fomily to work on between closs sessions. The BASIC language materiols ore generolized for use on most computer bronds. This course is the ideol introduction for the family thot computes together!

No. T-657 Training Manual (79 poges) . . . $8.00

fine arts

art

music

ART: PERSPECTIVE DRAWING

(Grodes 7-12)

A sequential and self-poced instruction, <u>Art: Perspective Drowing</u> introduces the study of one- ond two-point perspective. Problems ore illustroted ond terminology is exploined through

computer graphics. Hondouts in the support monuol ore coded to oppropriate sections of the computer progroms to ossist students in completing the problems ond reviewing ond drawing what they see on the screen.

No. A-739 Apple 48K Diskette & Backup with 32-page Support Monual $44.00
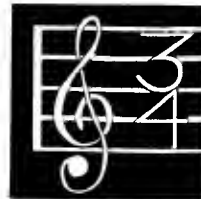
MUSIC THEORY

(Beginning-Advonced Music Students)

Eighteen music theory progroms combine Apple grophics and sound for drill ond practice on music fundomentols: terms and notation, rhythm, pitch, intervols, scoles, ond chords. Levels of difficulty ond a suggested sequence of instruction exploined in the support monuol indicote the drills oppropriote for beginning or odvonced music students. Recording sheets for summary scores shown on the computer are included. The computerized music drills offer students the chance for privocy ond concentrotion needed to explore, test, ond improve individuol performance.

This product was previously distributed by Apple Computer, Inc. os <u>Apple Music Theory</u>.

No. A-712 Apple 48K Diskette & Backup with 120-page Support Manuol $49.00

foreign language

PREPARATION A LA LECTURE ET A L'ADDITION (GETTING READY TO READ AND ADD)

(Preschool-Grade 2)

Preparation a la Lecture et a l'Addition (Getting Ready to Read and Add) enables French-speaking children to enjoy this popular nine-part pre-reading and counting package. Children learn letter recognition and alphabetical ordering in CHENILLE (CATERPILLAR) and TRAIN (TRAIN). Initial consonant identification is covered in A C'EST POUR AVION (A IS FOR AIRPLANE).

IMAGES (PICTURES), MOTS (WORDS), and FORMES (SHAPES) challenge the memory of young learners in enjoyable games of concentration.

Three arithmetic programs, SOURIEZ (SMILE), BOULOU (WUZZLE), and VAISSEAU SPATIAL (SPACESHIP), turn counting and addition into fun activities.

No. A-790 Apple 48K Diskette & Backup with 45-page Support Manual . . . $45.00

JEUX MATHEMATIQUES CLASSIQUES (CLASSIC MATH GAMES)

New

(Grades 3-5)

This package is a collection of five educational games in French which sharpen students' logical skills and drill them on basic arithmetic concepts. NULI (BAGELS) is a game of logic in which students put clues together to guess a number. GALOR (HURKLE) drills on locating points on a number line or grid. In CHERCHEZ LE NOMBRE (SEARCH FOR THE NUMBER) students attempt to find a number in the least number of tries. MILLE-PATTES 21 (METRIC 21) gives practice estimating lengths in centimeters. LE GENIE FACTORIEL (TAXMAN) reinforces factoring skills.

All text visible to the learner on the diskette is in French. With the exception of the student worksheets and the program sample runs, the text in the support manual is in English.

No. A-121 Apple 48K Diskette & Backup with 40-page Support Manual . . . $44.00

EJERCICIOS DE MATEMATICAS (SPANISH LANGUAGE MATH PRACTICE)

(Grades 2-6)

With Ejercicios de Matematicas (Spanish Language Math Practice), MECC reintroduces eleven widely-used elementary math drills and educational games for the Apple II microcomputer. The Spanish translations of our Elementary Volume I are for use in bilingual educational programs, remedial work with native speakers of Spanish, or supplementary work in the Spanish language classroom.

Spanish-speaking individuals can now hunt for the HURQUITO (HURKLE), sharpen factoring skills with RECAUDADOR (TAXMAN), and work on logic with BUNUELOS (BAGELS) and NUMERO (NUMBER). Other programs provide drill on estimation, metrics, and making change.

All text visible to the learner on the diskette is in Spanish. Text in the support manual is in English with two exceptions. Sample runs of the programs are in Spanish to give teachers a sense of how the programs operate and the tenor of the Spanish employed throughout the diskette. Worksheets provided for each program are in Spanish to facilitate the mathematics and logic concepts of the instruction on the diskette.

No. A-760 Apple 48K Diskette & Backup with 51-page Support Manual $45.00

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GUIDE DE L'ENSEIGNANT
(TEACHING ASSISTANT)

(Elementary-Adult)

Create and edit sets of questions and answers in French. You can design multiple choice, true-false, or short answer exercises in any subject area or grade level for French-speaking students ar you can tailor the exercises for students who are learning French as a foreign language. You may include upper- and lower-case letters as well as diacritical marks in the questions that you write.

The REVISION (REVIEW) program then provides students with interactive drill and practice on the questions and answers you created. All af the infarmatian the students see an the REVISION (REVIEW) program is in French. The teacher's program and the support manual are in English. A record-keeping system records student use and accomplishments.

The Guide de l'Enseignant (Teaching Assistant) package requires a data diskette to stare the sets of questions and answers that you create.

No. A-787 Apple 48K Diskette & Backup with 22-page Suppart Manual $43.00

EL ASISTENTE DEL INSTRUCTOR
(TEACHING ASSISTANT)

(Elementary-Adult)

Create and edit sets of questions and answers in Spanish. You can design multiple choice, true-false, or short answer exercises in any subject area or grade level for Spanish-speaking students ar you can tailor the exercises for students who are learning Spanish as a foreign language. You may include upper- and lower-case letters as well as diacritical marks in the questions that you write.

The REPASO (REVIEW) program then provides students with interactive drill and practice on the questians and answers you created. All of the infarmatian the students see on the REPASO (REVIEW) program is in Spanish. The teacher's program and the support manual are in English. A record-keeping system records student use and accamplishments.

The El Asistente del Instructor (Teaching Assistant) package requires a data diskette to stare the sets of questions and answers that you create.

No. A-791 Apple 48K Diskette & Backup with 22-page Support Manual . . . $43.00

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health and nutrition

NUTRITION VOLUME 1

(Grade 7-Adult)

To help your students learn the importance of a balanced diet, FOOD INTAKE ANALYSIS performs o quick, accurote nutritional onolysis of foods cansumed by an individual in a 24-hour period. In oddition to a general briefing on nutrition ond nutrients, the support manual contoins a food catalog of 598 items, a food diory, nutrition report, evaluotion, ond menu plon to guide students in the use of the program.

Results can be viewed on the screen or sent through o printer.

No. A-752 Apple 48K Diskette & Backup with 50-page Support Manual $46.00

FOOD FACTS

(Junior High-Adult)

These programs are high-interest informotion retrievol octivities becouse they draw upon your students' personal food hobits and basic knowledge of nutrition and dietary requirements. Student hondouts are provided so that students con keep o written record of their own eating hobits.

CEREALS uses color grophics to provide information on the refined sugar content of 64 different cereals. CHEMICALS IN FOODS tests o student's obility to identify common foods through their ingredients. In FAST FOODS the student selects a menu from o fast-food restouront ond sees how long it takes to burn up those calories in vorious physicol octivities. In FOOD GRAPHS students may select from 64 common foods to find the percentage of RDAs in eoch of eight nutrients. VITAMINS tests students on their knowledge of fat- and water-soluble vitomins.

All five programs provide a valuoble resource for students in heolth maintenonce and con be used by individuol students or in a small group. Handouts ore provided for student record-keeping ond activities. The materials are applicable for use in science, home economics, sociol science, or health education classes.

No. A-756 Apple 48K Diskette & Backup with 55-page Support Manual . . . . $ 45.00

NUTRITION VOLUME 2

(Senior High-Adult)

Suitable for senior high, college, and adult community education, Nutrition Volume 2 programs are aids to understanding food composition and the function of nutrients in body processes and activities. Using LEAN, your students can calculate their caloric intake and see its relationship to the energy they expend over o one- or three-day time period. With RECIPE, they can determine how a list of foods meets recommended amounts for calories and nutrients. A series of numbered handouts in the support manual include a 432-item food catalog as well as activity and food input forms for supplying information and charting data students need in order to work with the programs. Results can be viewed on the screen or sent to a printer.

No. A-753 Apple 48K Diskette & Backup with 55-page Support Manual $45.00

ELEMENTARY VOLUME 13 - NUTRITION

(Grodes 5-6)

Now your elementary students con anolyze their food intoke and octivity level with these simplified but powerful computer programs. NUTRIENTS enables your students to enter the octuol foods they eot ond see o graphic representotion of the eight nutrients they contain. CALORIES compares the calories consumed with the calories used in activity. These progroms, specifically created for pre-adolesents, are an aworeness tool ond do not give precise measurements because of inherent voriances in food quality, cooking time, etc. CALORIE BANK introduces students to nutrition through a short, colorful, animated sequence.

A 142-item food list, a 144-item octivity list, food and octivity diary forms, and recording sheets ore included in the support monual.

No. A-743 Apple 48K Diskette & Bockup with 57-page Support Monuol $46.00

HEALTH MAINTENANCE VOLUME 1 - FACTS

(Junior High-Adult)

Here is a way to give your students the kind of information that is particularly useful in several areas of health maintenance. These information retrieval programs provide information on caloric intake, risk level of heart disease, nutrients basic to life, and toxins.

ENERGY NEEDS provides information on on individual's average daily caloric intake and contrasts the intake of persons in an industrialized society with those in a nonindustrialized one. HEART ATTACK rates the user's risk of heart disease; NUTRIENTS-NONNUTRIENTS reviews six nutrients basic to life; and TOXICITY examines the ingestion of toxins.

All four programs provide a valuable resource for students in health maintenance and can be used by students individually or in small groups. Handouts are provided for student record-keeping activities. The materials are applicable for use in science, home economics, social science, or health education classes.

No. A-750 Apple 48K Diskette & Backup with 41-page Support Manual $45.00

HEALTH MAINTENANCE VOLUME 2 - ASSESSMENT

(Senior High-Adult)

One of two programs on the diskette, HEALTH HAZARDS, introduces the concept of how lifestyle affects health. It uses an awareness-building question format to measure an individual's current lifestyle against a projected risk of dying based on statistics for the pertinent age group. IDEAL WEIGHT uses an individual's skinfold measurements to provide a more accurate ideal weight range than that provided by height and weight tables.

Both programs can be used with a printer for paper copy questionnaires and resulting calculations. Background information and handouts are included in the support material.

No. A-751 Apple 48K Diskette & Backup with 47-page Support Manual $45.00

SMOKING: IT'S UP TO YOU

New

(Grades 7-12)

This package allows students to examine several topics related to smoking. Included among them are health risks, cost considerations, immediate effects, and personal attitudes.

SMOKING I.Q. provides a pretest for assessing each student's present knowledge about the effects of smoking. SMOKING ATTITUDES allows students to explore their own attitudes related to smoking. In SMOKING FACTS the student is presented with information about health, costs, pregnancy, and nonsmokers' rights as it applies to smoking. SMOKE ANALYSIS examines the tar, nicotine, and carbon monoxide found in cigarette smoke. Students can select from a list of nearly two hundred brands of cigarettes and see the amount of these constituents found in each brand. IMMEDIATE EFFECTS explores the physiological effects of smoking a single cigarette. If biomeasurement readings have been taken, the findings can be analyzed. SMOKING TEST is a timed test based on the information found in the other programs.

Handouts are provided for students to keep track of their findings while running each program.

No. A-103 Apple 48K Diskette & Backup with 48-page Support Manual $45.00

SALT AND YOU

New

(Grades 7-12)

Salt is making the headlines. In recent years researchers have found out that too much salt can lead to hypertension and a variety of heart diseases. Yet most people have far too much salt in their diets. Salt and You allows concerned people to analyze their diets to determine if they are using salt at a safe level. After the analysis, the program suggests how to maintain diets that are within healthy limits of salt use.

No. A-127 Apple 48K Diskette & Backup with 17-page Support Manual . . . $41.00

So why take a chance? You can DROP the amount of sodium in your diet and still enjoy eating.

SALT AND YOU

language arts

ELEMENTARY VOLUME 5 - LANGUAGE ARTS (PREFIXES)

(Grades 2-5)

Lessons and drills on the five most commonly used prefixes, un-, re-, dis-, pre-, and in-, are presented in a format that rewards young learners and encourages the development of language and keyboard skills. Activities and worksheets complement the prefix lessons, while two review programs build on previously taught material. Visual reinforcement in the character of a fire-breathing dragon and a space creature enlivens learning.

No. A-719 Apple 48K Diskette & Backup with 51-page Support Manual $45.00

See similar product for Atari on p. 66.

ELEMENTARY VOLUME 11 - LANGUAGE ARTS (PHONET)

(Grades 1-6)

Your students receive the self-paced practice they need in several language arts skills with the drills on this diskette. The program PHONET allows a student to work through a set of predetermined phonetic exercises in sound associations, affixes, syllables, contractions, and homonyms.

These materials were developed by TIES (Total Information Educational Systems), a regional educational computing service center.

No. A-735 Apple 48K Diskette & Backup with 10-page Support Manual $43.00

ELEMENTARY VOLUME 7 - PRE-READING/COUNTING

(Preschool-Grade 2)

This unique nine-part primary diskette adds fun and magic to teaching pre-reading skills. Youngsters learn letter recognition and alphabetical ordering in CATERPILLAR and TRAIN. Initial consonant identification is covered in A IS FOR APPLE.

PICTURES, WORDS, and SHAPES challenge the memory of young learners in fascinating games of concentration.

Three arithmetic programs, SMILE, WUZZLE, and SPACESHIP, turn counting and addition into fun activities.

No. A-731 Apple 48K Diskette & Backup with 56-page Support Manual $46.00

See similar product for Commodore on p. W-5 and p. 61; for Atari on p. 66; for Radio Shack on p. 73; for Acorn on p. 75.

ELEMENTARY VOLUME 12 - LANGUAGE ARTS (SIMS)

(Grades 1-6)

This package uses four different programs to deliver practice on over 500 words from the Systematic Instructional Management Strategies (SIMS) reading curriculum available through the Minneapolis Public Schools. The four basic programs include a "hangman" game (with a variety of graphics), a word scramble game, a spelling memory drill, and a word-find puzzle generator.

These materials were developed by TIES (Total Information Educational Systems), a regional educational computing service center.

No. A-736 Apple 48K Diskette & Backup with 34-page Support Manual $43.00

SPELLING VOLUME 1 - PRIMARY

(Grades 1-6)

Now the computer con help yaur students with the extra spelling drill they need. Whether yau chaase ta use any af the twenty prestored drills or make one of yaur awn, your students will benefit from the odditional help.

Eoch questian consists af a sentence with a missing word ond a list of three passible onswers. The student picks the correctly spelled onswer by typing its reference number. Using numbers mokes typing eosy for young children ond ollaws them to answer the questian before time runs out.

The teocher's manual contains worksheets for each of the drills. These can be used ta pravide students with drill octivities an the 400 initiol spelling words either prior ta or after their camputer exercises.

No. A-726 Apple 48K Diskette & Backup with 30-poge Support Manual $44.00

See similor product for Cammadore on p. 59; for Atari on p. 66.

ENGLISH: PARTS OF SPEECH

(Senior High-Adult)

Here is a no-nonsense, individualized approach to aid you in helping yaur students diagnose their proficiency in the traditianal ports af speech. If remediotian is needed, 154 sentences, divided inta sectians af nouns, verbs, adverbs, pranauns, adjectives, prepasitions, ond canjunctians, pravide variety far extended instructian. Analyze progress using a printer to make a paper capy far pretesting, and then post-testing yaur students after they wark at the computer.

No. A-746 Apple 48K Diskette & Backup with 82-page Support Manual $49.00

SPELLING VOLUME 2 - SECONDARY

(Junior High-Adult)

The camputer can help students imprave their spelling by presenting drills in o mativating way ond making them interoctive. Spelling Volume 2 presents a sentence cantaining o missing word ond three possible onswers. Students select the carrectly spelled onswer by typing its reference number. An element of campetitian ogoinst the clock is odded by timing the respanse with a moving colored black. The program requires that students proctice carrect spelling by prampting them to type the ward several times. Worksheets further help students keep trock af and proctice words with which they are having difficulty.

Drills toilored to the students' needs con be prepored by using the teacher utility built inta the diskette. The 600 words on the diskette were selected fram ward lists campiled by reseorchers in spelling instructian.

No. A-728 Apple 48K Diskette & Backup with 39-page Suppart Monuol $45.00

WRITING A NARRATIVE

(Grades 7-9)

Writing a Narrative is the first in a series of MECC courseware packages for creative writing classes. Open-ended questioning emphasizes the ideas the student contributes.

In IDEA STORMING ONE-TWO-THREE students learn a story-starting technique while creating the framework for a narrative. CATCH THE MOMENTS focuses on the key elements of narrative structure by tracing the development of an event from the student's own experience. POINT OF VIEW encourages students to make a conscious choice about the voice of the narrator.

Students, individually or in small groups, complete a computer session with a printed copy of their pre-writing ideas or fill in a student handout sheet from the support manual to guide them in writing their rough draft.

No. A-776 Apple 48K Diskette & Backup with 34-page Support Manual $43.00

WRITING A CHARACTER SKETCH

(Grades 9-12)

Writing a Character Sketch is the second in a series of MECC courseware packages for creative writing classes. Open-ended questioning emphasizes the ideas the student contributes.

The framework of questioning is highly structured, guiding students by example and comprehension questions. Students demonstrate their understanding by typing in their own ideas about a fictional or historical character or about someone they know.

Individually or in small groups, students complete a computer session with a printed copy of their pre-writing ideas or fill in a handout sheet from the support manual to guide them in writing their rough draft.

No. A-785 Apple 48K Diskette & Backup with 30-page Support Manual $43.00

"MECC consumer titles are a refreshing change from the 'more of the same' that we see so often."
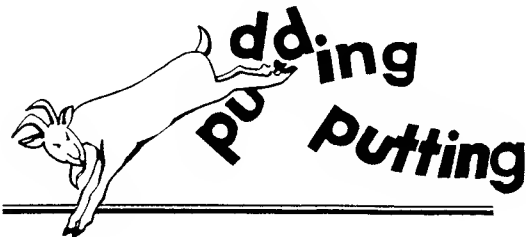*--Creative Computing*

WORD HERD: SOUND-ALIKES

(Grodes 7-9)

Some common - sounding words with their common ond not-so-common spellings give junior high students three levels of skill to proctice: definition, context, ond word exponsion. Lively grophic clues for each poir or set of homophones help students moke ossociations bosed on spelling ond meoning. Students con expond their vocobulory by learning how word meonings chonge through the oddition of prefixes ond suffixes.

The support monuol has classroom suggestions, o full listing of keywords ond sentences for pre- ond post-testing, and o set of hondouts to extend the computer activity. Word Herd: Sound-Alikes is a componion to Word Herd: Look-Alikes (product no. A-120).

No. A-106 Apple 48K Diskette ond Bockup with 23-page Support Monuol $41.00

PUZZLES AND POSTERS
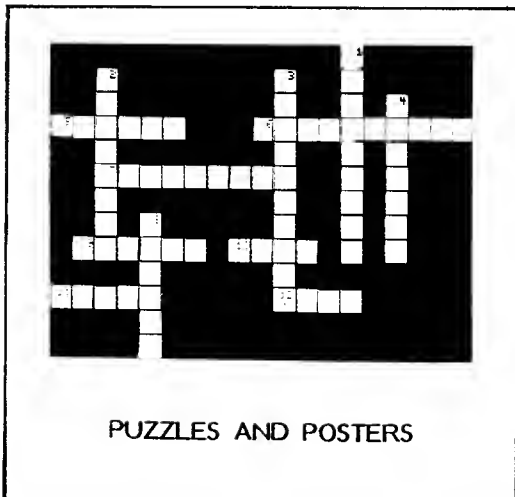
WORD HERD: LOOK-ALIKES

(Grodes 7-9)

Let's see, is it "offect" or "effect"? "dessert" or "desert"? If you or your students hove difficulty distinguishing these ond other confusing look-olike words, Word Herd: Look-Alikes can help. Through a three-step tutoriol, leorners motch the look-olike words with their definitions, use them in context, ond see how their meonings con chonge or expond by the oddition of prefixes ond suffixes. Colorful graphics serve os memory oids or clues to help leorners moke visuol ossociotions with the spelling or meoning of the words.

The support monuol includes o full listing of look-olike words, definitions, sentences for use in pre- ond post-testing, ond o voriety of educotional hondouts. Word Herd: Look-Alikes is o componion to Word Herd: Sound-Alikes (product no. A-106).

No. A-120 Apple 48K Diskette & Bockup with 21-poge Support Manuol . . . $41.00

PUZZLES AND POSTERS

Word search puzzles, crossword puzzles, mozes, posters, ond bonners--you con create, design, ond print oll of them with the programs on this diskette. The WORD SEARCH progrom lets you create ond edit word lists that are then used to print word seorch puzzles. The CROSSWORD PUZZLE progrom lets you create ond edit word lists which ore used to print crossword puzzles. The word lists that you create for the WORD SEARCH and CROSSWORD PUZZLE progroms can be used interchangeobly. If you wont to make the lists permanent, you moy store them on a doto diskette. The A-MAZE-MENT progrom generotes unique mazes and the POSTERS AND BANNERS program enobles you to design ond print posters ond bonners in a voriety of letter styles.

Note: the programs in Puzzles and Posters are based in port on those formerly included in MECC's Elementory Volume 2 (product no. 703) and Teacher Utilities Volume 1 (product no. 715).

No. A-116 Apple 64K Diskette & Bockup with 36-poge Support Manuol . . . $44.00

WORD WIZARDS

New (Grades 1-6)

Mogical wizords ond colorful grophics set o fontasy theme to enhonce the four educotionol programs thot moke up the Word Wizords diskette. The first progrom, CAST A SPELL, presents spelling proctice on o list of teocher-determined words. WITCH WORD lets students unscromble words from the list, ond WIZARD MAGIC is o guessing gome in which students moy use clues to guess the words on the list.

WON_ERFUL

Do you want the wizard to show you the word? ▓

WIZARD MAGIC olso lets students enter o "secret" word ond ploy ogoinst o friend. The fourth progrom on the diskette, WIZARD MEMORY, is a word gome thot challenges students to find identicol words or sets of homonyms, ontonyms, synonyms, or other word poirs of your choice. A teocher option enables you to moke your own word lists.

Note: the programs in Word Wizords ore based in part on those formerly included in Elementary Volume 2 (product no. 703).

No. A-112 Apple 48K Diskette & Bockup with 38-poge Support Monuol . . . $44.00

MASTER SPELL

New (Grode 1-Adult)

Moster Spell is o versotile pockage that ollows you to enter your own word lists and design spelling lessons to meet individual needs. A separote spelling diskette is creoted by the Moster Spell packoge for use by the leorner. This spelling diskette can be used by an individuol or o group of up to twelve learners.

The lesson can be uniquely designed by controlling the method of presenting the word, feedbock, remediotion, and review. Up to eighteen word lists con be added on o weekly basis or all ot once. Each word list con contoin up to sixteen words, and sentences using eoch word in context con be included.

The package also contains a monagement system thot maintoins o list of all misspelled words to be used to generote review lessons.

No. A-119 Apple 48K Diskette & Bockup with 28-poge Support Monuol $43.00

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*Special
Training Packages
for the Apple
available from MECC!
See pages 77-82.*

mathematics

ELEMENTARY VOLUME 1 - MATHEMATICS (GAMES AND DRILLS)

(Grades 3-5)

Games of logic and drills on basic facts and the metric system compose the eleven programs on this diskette. Instructional variety ranges from a simple drill on rounding numbers to a more sophisticated game, HURKLE, which teaches the coordinate system. Timed and untimed drills are teacher controlled to improve skill in estimating and converting with metrics. BAGELS and TAXMAN sharpen logic and factoring skills in a game format. The support manual includes an illustrated worksheet for each program to help your students record their results while working on the computer.

No. A-702 Apple 48K Diskette & Backup with 60-page Support Manual $45.00

See similar product for Commodore on p. 60; for Atari on p. 67.

ELEMENTARY VOLUME 4 - MATH / SCIENCE (ECOLOGY, ASTRONOMY, AND ARITHMETIC)

(Grades 2-6)

From "estimations" to "constellations," this package has a wide range of use in mathematics and science with two popular simulations, ODELL LAKE and ODELL WOODS, included. Because of the variety, you may choose to use these programs as class demonstrations, as aids in small group instruction, or to meet individual needs.

ESTIMATE is a drill and practice program on estimating problems in addition, subtraction, multiplication, division, and percents. MATH GAME provides drill and practice on the four basic math operations. ODELL LAKE simulates a typical food web found in lakes in North America. SOLAR DISTANCE teaches concepts of distance in astronomy by having students make trips to planets using various methods of transportation. Finally, URSA is a tutorial on Northern Hemisphere constellations, including a section on telling time by using the stars.

No. A-705 Apple 48K Diskette & Backup with 73-page Support Manual . . . $49.00

See similar product for Commodore on p. W-5; for IBM on p. 54 and p. 55.

ELEMENTARY VOLUME 7 - PRE-READING/COUNTING

(Preschool-Grade 2)

This unique nine-part primary diskette adds fun and magic to teaching pre-reading skills. Youngsters learn letter recognition and alphabetical ordering in CATERPILLAR and TRAIN. Initial consonant identification is covered in A IS FOR APPLE.

PICTURES, WORDS, and SHAPES challenge the memory of young learners in fascinating games of concentration.

Three arithmetic programs, SMILE, WUZZLE, and SPACESHIP, turn counting and addition into fun activities.

No. A-731 Apple 48K Diskette & Backup with 56-page Support Manual $46.00

See similar product for Commodore on p. W-5 and p. 61; for Atari on p. 66; for Radio Shack on p. 73; for Acorn on p. 75.

ELEMENTARY VOLUME 8 - GEOMETRY (POINTS AND ANGLES)

(Grades 3-5)

Teach and test your students in the important skills of geometry. The microcomputer presents geometric shapes along with textual information. Each lesson has two programs: a tutorial and a quiz. Student handouts are also provided for each lesson.

POINTS defines points, lines, and line segments. QUIZ ON POINTS gives a ten-item quiz on these concepts. ANGLES defines rays, angles, and degrees with the following types of angles introduced: right, acute, obtuse, and straight. QUIZ ON ANGLES gives a ten-item quiz on the concepts in the ANGLES lesson.

These programs can provide a geometry demonstration to all students in your class or can tutor individual students. A small instructional group may use these lessons to review concepts presented in class.

These programs may be used in conjunction with Elementary Volume 9 and Volume 10, which cover related geometric topics.

No. A-732 Apple 48K Diskette & Backup with 20-page Support Manual $43.00

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ELEMENTARY VOLUME 9 - GEOMETRY (LINES AND TRIANGLES)

(Grades 4-6)

Each af the faur pragrams pravides a tutorial setting ta teach the concepts af geametry. This module cavers types af lines and clossificotion of triangles. Each lessan has o tutorial and o quiz ond student handouts are pravided for each lessan. LINES defines parollel, perpendiculor, and intersecting lines. QUIZ ON LINES gives a ten-point quiz an these concepts. TRIANGLES defines different types af triangles, including scoline, isasceles, equilaterol, acute, right, obtuse, and equiangulor. QUIZ ON TRIANGLES tests students an triongle cancepts.

Yau can use these pragrams as o teacher's aid far demanstrotion ar for individual instructian. A small group af students con wark as a teom in o small-graup instructianol setting.

These progroms moy be used in conjunction with Elementary Volume 8 and Volume 10, which cover related geametric tapics.

No. A-733 Apple 48K Diskette & Backup with
29-page Support Manual . . . $44.00

COMPUTER GENERATED MATHEMATICS MATERIALS VOLUME 1 - PROBLEM SOLVING

(Grades 3-8)

This teocher utility packoge can be used ta moke worksheets or tests for an individual student or for an entire class. A printer must be used with this pragrom. You select from 206 different abjectives covering Interpreting Tobles; Selecting on Operation ta use in salving word problems; Reoding Graphs; or Working Bockwards, which is o callectian af mazes, patterns, magic triangles, and mogic squares.

Yau moy select os many prablems as yau wish and as many versians as yau need. This pragram pravides the capability of creoting many different materials quickly and eosily.

Equipment requirements include a printer.

No. A-757 Apple 48K Diskette & Backup with
66-page Suppart Monual $45.00

ELEMENTARY VOLUME 10 - GEOMETRY (QUADRILATERALS: AREA AND PERIMETER)

(Grodes 4-6)

In this plone geametry package, computer graphics will heighten yaur students' interest in identifying types of quadrilaterals ond leorning methads far calculoting perimeters and oreas.

Students work at their own pace through an interoctive tutorial program on quodrilaterals, recarding definitians af parollelogram, rectongle, tropezaid, etc., ond drawing corresponding figures an the occomponying worksheet. The related quiz pragram ossesses students' knawledge af the definitions.

A secand interoctive tutorial leods your students step-by-step ta develap formulas far colculating perimeters and oreos af triangles and quadriloterols displayed in grophics an the screen. A quiz pragrom tests students' ability ta colculate the perimeter ond oreo af a shape.

These pragroms moy be used in canjunction with Elementary Volume 8 and Volume 9, which caver reloted geametric tapics.

No. A-734 Apple 48K Diskette & Bockup with
27-poge Suppart Monuol $45.00

COMPUTER GENERATED MATHEMATICS MATERIALS VOLUME 2 - PROBLEM SOLVING

(Grades 3-8)

Each af the five prablem-solving camponents in this teacher utility packoge con be used ta make worksheets ar tests far individuals ar far an entire class. You con select fram 236 different objectives covering approximatian and estimotian, purchasing, maney, divisian ond multiplicotian, and picture and equotion.

With a printer, yau have the capability af creoting mony different moterials quickly and eosily because yau select os many prablems as yau wish ond as mony versians as yau need.

No. A-758 Apple 48K Diskette & Backup with
72-page Suppart Monual $45.00

MATHEMATICS VOLUME 1 –
GRAPHING, LOGIC, AND EQUATIONS

(Junior-Senior High)

These eight programs focus computer power on central concepts in secondary mathematics, including coordinate geometry, algebra, and logic. SLOPE, POLYGRAPH, and POLAR, all versatile graphing utilities, enable students to explore concepts such as slope, intercepts, roots of equations, symmetry, concavity, and translations in both rectangular and polar coordinates. ALGEBRA provides guided practice in solving linear equations. BAGELS is a number guessing game that strengthens logical thinking skills. SNARK, RADAR, and ICBM provide practice in coordinate geometry concepts within a game format.

The support material includes laboratory type activities to accompany the graphing programs as well as extensive background information.

No. A-706 Apple 48K Diskette & Backup with 76-page Support Manual . . . $46.00

See similar product for Commodore on p. 61; for Atari on p. 67; for Radio Shack on p. 73.

MATHEMATICS VOLUME 2 - MEASUREMENT

(Junior High)

Graphics and animation spark interest in this series of nine programs on the English measurement system. Students learn to convert between units in measuring liquids, lengths, time, and weights. Four drill programs provide practice in conversion.

An interactive tutorial on addition of mixed English measurements and its accompanying practice program, plus a tutorial and a drill on subtraction of mixed English measurements, complete the package.

Support material includes an illustrated measurement information sheet and record keeping forms.

No. A-737 Apple 48K Diskette & Backup with 42-page Support Manual $45.00

MATHEMATICS VOLUME 3 - GEOMETRY
(FORMULAS, SHAPES, AND SKILLS)

(Junior/Senior High)

Graphics and animation stimulate high interest in the plane geometry concepts covered in this unit. The individual modules contain student worksheets and reference material that facilitate classroom use of the computer program and provide lead-in and follow-up activities.

There are five sequentially-arranged programs on this diskette. The first provides a drill on identifying the shapes of six polygons. The four remaining programs each contain two options: (1) a tutorial instructing the student on calculating the area and perimeter for a particular shape; and (2) a drill and practice on the calculations covered in the tutorial.

The visual and logical presentation of the material makes this intensive, compact unit on plane geometry easy to understand.

No. A-738 Apple 48K Diskette & Backup with 46-page Support Manual $45.00

MATHEMATICS VOLUME 4 - ADVANCED

(Senior High-College)

These thirteen programs are powerful tools to enable higher education mathematics students to investigate complex, realistic problems. Calculus students can graph functions in Cartesian or polar coordinates and parametric equations. Numerical approximations to definite integrals and roots of equations can be quickly and accurately calculated. Students in finite math and linear algebra can manipulate matrices to solve systems of equations and can solve linear programming problems. Science and social science students can determine a least squares approximation from a set of experimental data.

The support manual contains extensive student instruction sheets, worked examples, and application exercises, as well as comprehensive background information for the instructor.

No. A-744 Apple 48K Diskette & Backup with 165-page Support Manual $49.00

apple

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AUTOMOTIVE TECHNICIAN MATHEMATICS
VOLUME 1 - WHOLE NUMBERS & FRACTIONS

(Junior High-Vocational School)

Using these individualized programs, students in an automotive technician program can learn to apply arithmetic skills to realistic problems such as those they will encounter later on the job.

Both programs, WHOLE NUMBERS and FRACTIONS, teach the application of the four basic operations through detailed example problems, practice exercises, and a test. The problems and the numerical values used are randomly chosen. The test is taken at the computer and a printed copy can be made if desired. But the use of a printer is optional. Teachers can specify English or metric units for the whole number problems.

The support manual includes descriptions of the problem content, suggestions for using the programs, and recording sheets for the students.

No. A-762 Apple 48K Diskette & Backup with 33-page Support Manual . . . $44.00

AUTOMOTIVE TECHNICIAN MATHEMATICS
VOLUME 2 - DECIMALS & PERCENTS

(Junior High-Vocational School)

Realistic problems from the field of automotive mechanics help vocational students learn to apply skills in using decimals and percents to situations they will encounter on the job.

Both programs, DECIMALS and PERCENTS, provide detailed worked examples, randomly chosen practice exercises, and a test of ten randomly selected problems. After the student takes a test at the computer, a copy of it can be made on a printer. The printer, however, is optional with this package. A teacher option sets problems using either the English or the metric measurement system.

The support manual includes descriptions of the problem content, suggestions for using the programs, and recording sheets for the students.

No. A-763 Apple 48K Diskette & Backup with 33-page Support Manual $44.00

AESTHEOMETRY

(Grade 3-College)

Art and mathematics students of varying ages can explore curve sketching using the graphics of the Apple II to see step-by-step how curves are generated.

A tutorial section on the Aestheometry diskette shows how curves are drawn from a series of straight lines and names the curves. A demonstration displays composite drawings to introduce space concepts of curves. Four other programs present geometric figures as the intersection of a cone and a plane, discussing the terminology and geometric construction of the ellipse, parabola, and hyperbola. The support manual includes ideas and worksheets for student use.

No. A-716 Apple 48K Diskette & Backup with 61-page Support Manual $48.00

AESTHEOMETRY

GROWGINS' FRACTIONS

(Grade 5-8)

Colorful graphics introduce students to concepts in ordering fractions with like denominators or like numerators in two interactive tutorials. Students explore fractions as parts of a whole, comparing both sizes and numbers of pieces.

An animated maze game, GROWGINS, gives students practice in ordering fractions as they guide Tripper through the maze of Growgins. Students try their best to earn a place on the Top Ten List of scorers. The Teacher Option determines the type of fractions presented.

Support material includes a pretest, a post-test, worksheets, and a scoresheet, as well as suggestions for classroom use. This package should be used before Adventures with Fractions, which deals with ordering unlike fractions.
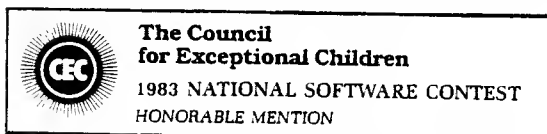
No. A-773 Apple 48K Diskette & Backup with 44-page Support Manual $45.00

MIND PUZZLES

(Grades 6-9)

Attract your students to the fun world of problem solving using these two sets of programs. In MAZES OF RODENTIA, students apply a variety of logical thinking skills while participating in a maze tournament. Students can control the difficulty level of the task by selecting the size of the maze in which they want to travel and the type of aid they want to take along. QUEEN BEE OF MENTA gives students practice associating a set of symbols and characteristics and discovering the order in which they must be arranged to duplicate a given pattern.

Both programs include tasks of varying difficulty and can be used with a wide range of students.

The Council for Exceptional Children
1983 NATIONAL SOFTWARE CONTEST
HONORABLE MENTION

No. A-780 Apple 48K Diskette & Backup with 41-page Support Manual $44.00

ADVENTURES WITH FRACTIONS

(Grades 5-8)

Students learn two methods of ordering unlike fractions in interactive tutorials incorporating graphics and animation. The common denominator approach and the cross-products method are both presented. In a lively game with color graphics and sound, students practice ordering fractions as they try to collect gold coins to RANSOM the young prince while encountering helpful and harmful monsters. A Teacher Option selects the difficulty level of the game.

Support material includes a pretest, a post-test, worksheets, a practice puzzle, and a score sheet. This package is a sequel to the Growgins' Fractions courseware which deals with ordering like fractions.

No. A-774 Apple 48K Diskette & Backup with 46-page Support Manual $45.00

PROBLEM-SOLVING STRATEGIES

(Grades 5-9)

Two powerful, interactive tutorials, DIAGONALS and SQUARES, teach students the strategies of Trial and Error, Exhaustive Listing, and Simplifying the Problem. Students collect data, create charts, find patterns, and make generalizations as they apply these strategies to the graphically presented puzzle problems.

Two other innovative programs challenge students to apply the strategies to more complex, open-ended problems. In THINKING WITH INK, students compete for the lowest possible cost by coloring a pattern of rectangles. In POOLING AROUND, students discover rules to predict the behavior of a ball by analyzing data they collect from a simulation of a simplified pool table.

The support manual contains extensive student handouts for all four programs, as well as suggestions for classroom use and detailed program previews. A color television is needed for THINKING WITH INK.

No. A-784 Apple 48K Diskette & Backup with 75-page Support Manual . . . $48.00

EARLY ADDITION

(Grades 1-2)

Early Addition is designed far first and secand grade students and focuses an whole number oddition cancepts narmally taught in first and second grode. Early Addition presents mativoting drills by combining problems with graphics which reinforce and reward correct recall af math focts ond calculatian af prablems.

Bath vertical and harizantal farmats are used, and the pragroms are carefully sequenced in level af difficulty. The sequence af programs in this package are SURPRISE PACKAGE, BUILD AN AIRPLANE, BALLOON SHOOT, CREATE A CREATURE, FIRE FIGHTERS, and FROG RACE. The package keeps records an individual student perfarmance.

This is the first package in the Mostering Math Series. The series facuses an whole-number oddition, subtractian, multiplication, and divisian.

No. A-788 Apple 48K Diskette & Backup with
33-page Suppart Manual $44.00

NUMBER SYSTEMS

(Grodes 6-9)

Methads of caunting ore a camman tapic in juniar high level mothematics classes. Hawever, teochers hove found that a procticol value far olternotive number systems hos been difficult to demonstrote. Madern digitol camputing, which depends an the binory number system, demonstrotes the practical value af alternate number systems. Thraugh teacher presentotians, porticipation in a human camputer activity, and proctice exercises, students goin on understanding of the binory system and its relatianship ta the woy o computer pracesses information. Two other important number systems, hexodecimol and actal, are presented os alternotive methads far representing binary numbers.
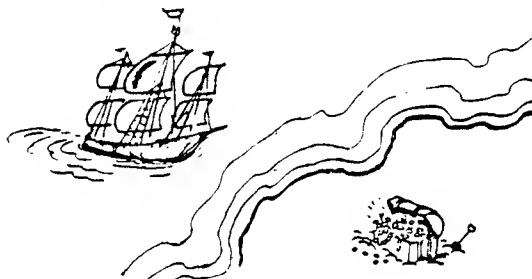
The madule, divided into four lessons, includes camputer programs, handauts, transporencies, ond a quiz.

No. A-819 Apple 48K Diskette & Bockup with
60-page Teacher's Guide $36.00

See similar praduct far IBM on p. 53.

GRAPHING

(Grades 6-9)

This module intraduces graphics pragramming an the computer through the use of ardered pairs with bath positive and negative numbers. The computer graphics screen is campored ta a map. Students use the camputer to review ardered pairs, ta plat lines an a caordinate system, and ta plat simple graphic figures. The central idea af the madule is to shaw haw ardered pairs are used in creating camputer graphics. A quiz, which is included, can be used ta evaluate student pragress upan campletian af the module.

The madule, divided inta three lessans, includes four pragrams, hondauts, and transparencies.

No. A-817 Apple 48K Diskette & Bdckup with
44-poge Teacher's Guide $36.00

See similar product for IBM on p. 53.

PROBABILITY

(Grades 6-9)

The study af prabability is greatly enhanced by using o computer. Previausly, one cauld anly talk abaut the autcame of flipping o cain 1000 or 10,000 times. The computer, hawever, con easily simulote prababilistic events, praducing the autcame within secands. Also, where it is necessary ta examine a listing of all passible outcomes for o particular randam experiment, the camputer con occurotely prepare such o listing and can identify all af the fovoroble outcomes.

The three programs illustrote the large number and multiplicatian principles af prabability. A prabobility warksheet and quiz are cantoined in the suppart manuol.

No. A-821 Apple 48K Diskette & Backup with
40-page Teacher's Guide $36.00

See similor product far IBM an p. 53.

PRIME NUMBERS

(Grades 7-9)

Prime numbers have many uses in mathematics, and prime factorization is considered by many to be most important.

This package helps students discover the properties of prime numbers as they formulate hypotheses and test them on the computer. The concept of an algorithm is introduced both in the computer programs and in the method of determining primes. The module also gives practice in tabling, pattern searching, and problem solving.

In a concluding activity, students sharpen their factoring skills while playing FACTOR WHIZ.

No. A-123 Apple 48K Diskette & Backup with
39-page Teacher's Guide . . . $44.00

See similar product for IBM on p. 53.

EJERCICIOS DE MATEMATICAS
(SPANISH LANGUAGE MATH PRACTICE)

(Grades 2-6)

With Ejercicios de Matematicas (Spanish Language Math Practice), MECC reintroduces eleven widely-used elementary math drills and educational games for the Apple II microcomputer. The Spanish translations of our Elementary Volume I are for use in bilingual educational programs, remedial work with native speakers of Spanish, or supplementary work in the Spanish language classroom.

Spanish-speaking individuals can now hunt for the HURQUITO (HURKLE), sharpen factoring skills with RECAUDADOR (TAXMAN), and work on logic with BUNUELOS (BAGELS) and NUMERO (NUMBER). Other programs provide drill on estimation, metrics, and making change.

All text visible to the learner on the diskette is in Spanish. Text in the support manual is in English with two exceptions. Sample runs of the programs are in Spanish to give teachers a sense of how the programs operate and the tenor of the Spanish employed throughout the diskette. Worksheets provided for each program are in Spanish to facilitate the mathematics and logic concepts of the instruction on the diskette.

No. A-760 Apple 48K Diskette & Backup with
51-page Support Manual $45.00

ESTIMATION

(Grades 6-9)

Estimation is a valuable skill for students to possess. The widespread use of calculators in schools has not eliminated mistakes made by human error. The ability to use estimation to check calculations made on a computer will help to minimize these mistakes.

This package sharpens students' estimation skills using whole numbers and decimals. The computer is used in the immediate mode and in the programmed mode to do calculations and help students verify the accuracy of their estimates. Students use the program SHOPPING to apply estimation skills to practical situations.

No. A-124 Apple 48K Diskette & Backup with
40-page Teacher's Guide $36.00

See similar product for IBM on p. 54.

JEUX MATHEMATIQUES CLASSIQUES
(CLASSIC MATH GAMES)

(Grades 3-5)

This package is a collection of five educational games in French which sharpen students' logical skills and drill them on basic arithmetic concepts. NULI (BAGELS) is a game of logic in which students put clues together to guess a number. GALOR (HURKLE) drills on locating points on a number line or grid. In CHERCHEZ LE NOMBRE (SEARCH FOR THE NUMBER) students attempt to find a number in the least number of tries. MILLE-PATTES 21 (METRIC 21) gives practice estimating lengths in centimeters. LE GENIE FACTORIEL (TAXMAN) reinforces factoring skills.

All text visible to the learner on the diskette is in French. With the exception of the student worksheets and the program sample runs, the text in the support manual is in English.

No. A-121 Apple 48K Diskette & Backup with
40-page Support Manual . . . $44.00

CIRCUS MATH

☆New☆ (Grades 2-3)

Circus Math is designed for second and third grade students and focuses on whole number addition concepts normally taught in these grades. Circus Math presents motivating drills by combining problems with graphics, and the programs are sequenced by level of difficulty.


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Computer's          TERRY's
Elephant            Elephant
   6                   10
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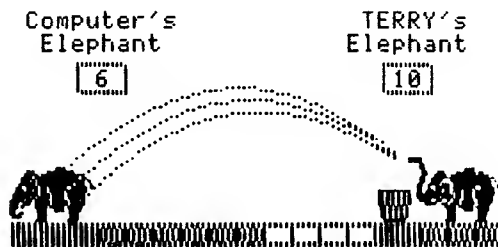
The sequence of programs in this package are CLOWN MAKER, CLOWN CAR, HIGH WIRE, CANNON SHOOT, and ELEPHANT WALK. The package keeps records on individual student performance.

This is the second package in the Mastering Math Series. The series focuses on whole-number addition, subtraction, multiplication, and division.

No. A-109 Apple 48K Diskette & Backup with 29-page Support Manual $43.00

COMPUTERS IN THE MATHEMATICS CURRICULUM

☆New☆ (Teacher Training)

These materials are designed for training secondary mathematics teachers to use computers effectively in their classes. The presenter notes, transparency masters, and handout masters provide an overview of a wide variety of computer activities for the secondary mathematics curriculum. The topics covered in the twelve sessions include courseware use, utility software, programming activities, and mathematics and curriculum issues.

A modular format enables trainers to select and arrange the sessions best suited to the teachers' needs. Although the software examples mentioned in this manual are for Apple II computers, the materials can easily be adapted for use with other computers.

No. T-614 Training Manual (201 pages) . . $35.00

ADDITION LOGICIAN

☆New☆ (Grade 3)

Addition Logician presents problems and motivating games which focus on whole number addition concepts involving regrouping. The problems are carefully sequenced according to difficulty, and records are kept of individual student performance. The programs in this package are THE FENCE GAME, ZEBUG NIM, THREE IN A ROW, REPEAT AFTER ME, and RACE TIME.


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THREE IN A ROW
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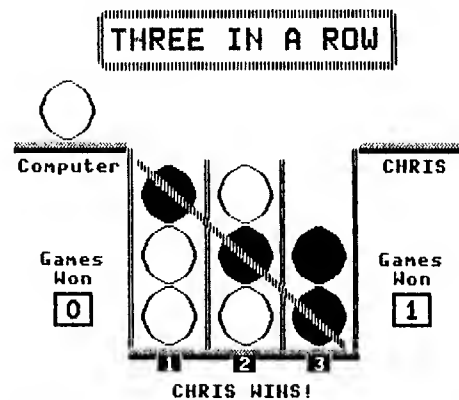
This is the third package in the Mastering Math Series. The series focuses on whole-number addition, subtraction, multiplication, and division.

No. A-125 Apple 48K Diskette & Backup with 29-page Support Manual . . . $43.00

MECC's Convenient Order Form and Terms of Purchase Follow Page 94.

school utilities
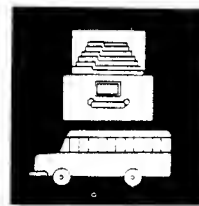
SCHOOL UTILITIES VOLUME 1 - PROJECTIONS

This package is designed to assist school administrators in projecting salaries and enrollments. The salary program produces salary schedules from current schedules and personnel matrices. Using the cohort survival ratio method, the enrollment projection program uses historical enrollment data to project future school enrollment.

The support manual provides data entry instructions and data collection forms as well as information for interpreting reports.

Equipment requirements include a printer.

No. A-730 Apple 48K Diskette & Backup with 30-page Support Manual $45.00

HEALTH IMMUNIZATION RECORD KEEPING

Developed in cooperation with the Minnesota State Department of Health, this program can ease the work of professional or nonprofessional staff in recording and maintaining the immunization data required for students. Records can be kept for up to 950 students and can be viewed on the screen or on a printer. Mailing labels and printed reports are in compliance with Minnesota Statute 1980, Section 123.70. This program may be useful in other states. MECC's preview policy allows you to return the product within 30 days of purchase if it does not meet your needs.

No. A-761 Apple 48K Diskette & Backup with 29-page Support Manual . . . $43.00

Backup diskette included in each package!

SCHOOL UTILITIES VOLUME 2 - READABILITY

Performing a readability analysis as a part of textbook selection is a time-consuming task. Now you can use the computer to analyze a text sample quickly to obtain a readability level, using any of several different methods. Although the use of a printer is optional, having a paper copy of the sample material and readability scores is more convenient.

No. A-749 Apple 48K Diskette & Backup with 42-page Support Manual . . . $45.00

DATA HANDLER

Data Handler is a simple, flexible, user-friendly, data entry/retrieval system which allows you to build, modify, retrieve, store, and print data. The Data Handler system is completely menu-driven. You define the names and lengths for the data elements and can eliminate having to enter duplicate data by defining "default values" for any elements. You can also search and sort on any data elements. Data Handler can be used to produce Student, Inventory, Employee, and School District Information, Mailing Labels, and many other items.

Each data diskette has the capability of storing either 1050 records with a maximum record length of 126 characters or 525 records with a maximum length of 254 characters. Finally, you can design and print reports and labels according to your needs. Equipment requirements include a 48K Apple II, two disk drives, and a printer.

Note: Data Handler was formerly listed as product no. 2001.

No. A-129 Apple 48K Diskette & Backup with 85-page Support Manual $49.00
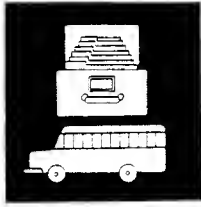
BASKETBALL STATISTICS

(Coaches)

Basketball Statistics maintains a file of records for each game your team plays. At any time during the season, records may be entered, edited, or printed for a single game or group of games. A highlight of the package is the creation of printed graphs to compare individual or team performance. The program initializes diskettes to store information and allows the creation of backup copies to protect your records.

Note: This product will not operate on an Apple //c computer.

No. A-782 Apple 64K Diskette & Backup with
    39-page Support Manual $44.00

WRESTLING STATISTICS

(Coaches)

Wrestling Statistics maintains a file of records for each of your team's meets. At any time during the season, statistics may be entered, edited, or printed for a single meet or group of meets. A highlight of the package is the easy entry of move points (by letter) directly from the scorebook. The program calculates move points and returns a numerical score. The program initializes diskettes to store information and allows the creation of backup copies to protect your records.

Note: This product will not operate on an Apple //c computer.

No. A-783 Apple 64K Diskette & Backup with
    29-page Support Manual $43.00

Introducing MECC Logo Products

EZ LOGO
Preschool–Grade 3
See Page 10

With **EZ Logo's** simple commands, children who are just beginning to read and compute can successfully use turtle graphics. **EZ Logo** is used in conjunction with Apple Logo software.

APPLE LOGO IN THE CLASSROOM
Grades 5–7
See Page 10

The manual, divided into ten modules, tracks the student from learning the language to using Logo as a problem-solving tool. The manual is designed to accompany the Logo language software published by Apple Computer, Inc.

INTRODUCTION TO LOGO FOR TEACHERS
Training manual and diskette
See Page 80

This guide provides step-by-step session plans and participant materials for a twelve-hour introductory training workshop for teachers in the use of Logo in the classroom.

LOGO, WORDS, AND IDEAS
Training manual and diskette
See Page 80

This guide provides step-by-step session plans and participant materials for a ten-hour training workshop for teachers in the use of Logo features beyond turtle graphics in the classroom.

science

SCIENCE VOLUME 1 - BIOLOGY / PHYSICS

(Junior/Senior High)

Simulations based on scientific models form the basis for several of these science programs. Students can control and manipulate the variables affecting models of such far-ranging topics as the population dynamics of a buffalo herd, the Millikan Oil Drop Experiment, Young's double slits physics experiment, and whale migration.

Other game-type programs help students understand concepts of isotopes, atomic weight, vectors, radioactive decay, and the sampling of a fish population.

No. A-708 Apple 48K Diskette & Backup with 42-page Support Manual $45.00

SCIENCE VOLUME 3 - EARTH / LIFE SCIENCE

(Junior/Senior High)

Several science programs appropriate for earth science and life science classes are contained in this collection. FISH is a tutorial on blood circulation in animals with two-chambered hearts; MINERALS is a computerized key to 29 common minerals; ODELL LAKE is a food chain simulation. Earth science students can learn how to calculate distance to the epicenter of an earthquake using QUAKES. URSA displays five major constellations and their orientation at different times and dates.

No. A-707 Apple 48K Diskette & Backup with 59-page Support Manual . . . $49.00

See similar product for Commodore on p. W-5; for Radio Shack on p. 74.

SCIENCE VOLUME 2 - BIOLOGY / PHYSICS

(Junior/Senior High)

The set of science simulations in this unit form rich supplementary activities for the science classroom. The programs allow students to use one of the primary strategies of science: exploration through trial and error. As students experiment with the variables, they define the model and realize the effects and interrelationships of the variables with which they are experimenting. Students are assisted in their exploration by worksheets from the support manual.

Biology topics include cell membrane diffusion and environmental effects of pesticides. Physics topics include momentum and kinetic energy during the collision of two bodies, radioactive decay, light wave refraction, and diffusion rates of gases. Mathematical concepts, including arc tangents, are presented in two programs simulating missile positions on a coordinate system.

No. A-709 Apple 48K Diskette & Backup with 80-page Support Manual $49.00

SCIENCE VOLUME 4 - PHYSICS/CHEMISTRY

(Senior High)

Science Volume 4 illustrates a new concept in the MECC series of science products. It has been prepared primarily for use during teacher lecture/demonstrations. The programs develop a science lesson in a linear progression of steps, providing the instructor with interactive visuals. At times during the progress of a lesson, the students are asked to do calculations or make determinations which are entered into the computer by the instructor. The computer processes the data and provides feedback.

Support materials include handouts and/or lecture notes which are correlated with frames in the microcomputer lesson. Students respond to correlated questions or problems on their handout. The topics covered in this module include three programs on solubility products, two programs on the gas laws of Charles and Boyle, and one program on the Milliken Oil Drop experiment.
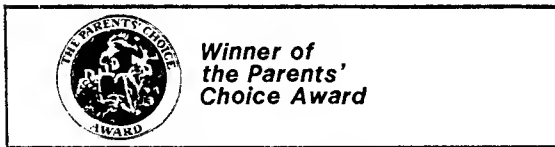
No. A-745 Apple 48K Diskette & Backup with 72-page Support Manual $48.00

37

ELEMENTARY VOLUME 4 - MATH / SCIENCE (ECOLOGY, ASTRONOMY, AND ARITHMETIC)

(Grades 2-6)

From "estimations" to "constellations," this package has a wide range of use in mathematics and science with two popular simulations, ODELL LAKE and ODELL WOODS, included. Because of the variety, you may choose to use these programs as class demonstrations, as aids in small group instruction, or to meet individual needs.

ESTIMATE is a drill and practice program on estimating problems in addition, subtraction, multiplication, division, and percents. MATH GAME provides drill and practice on the four basic math operations. ODELL LAKE simulates a typical food web found in lakes in North America. SOLAR DISTANCE teaches concepts of distance in astronomy by having students make trips to planets using various methods of transportation. Finally, URSA is a tutorial on Northern Hemisphere constellations, including a section on telling time by using the stars.

Winner of the Parents' Choice Award

No. A-705 Apple 48K Diskette & Backup with 73-page Support Manual . . . $49.00

See similar product for Commodore on p. W-5; for IBM on p. 54 and p. 55.

MIND PUZZLES

(Grades 6-9)

Attract your students to the fun world of problem solving using these two sets of programs. In MAZES OF RODENTIA, students apply a variety of logical thinking skills while participating in a maze tournament. Students can control the difficulty level of the task by selecting the size of the maze in which they want to travel and the type of aid they want to take along. QUEEN BEE OF MENTA gives students practice associating a set of symbols and characteristics and discovering the order in which they must be arranged to duplicate a given pattern.

Both programs include tasks of varying difficulty and can be used with a wide range of students.

The Council for Exceptional Children
1983 NATIONAL SOFTWARE CONTEST
HONORABLE MENTION
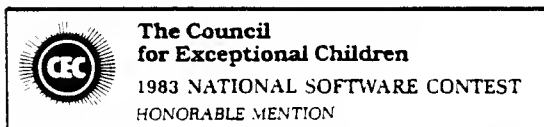
No. A-780 Apple 48K Diskette & Backup with 41-page Support Manual $44.00

HEATLOSS

(Grade 7-Adult)

Energy conservation is a topic of great concern throughout the world because it offers one of the more realistic methods of alleviating problems created by our depleted energy resources. HEATLOSS is a problem-solving program that helps students determine areas and costs of energy-saving improvements that could be made in their family home.
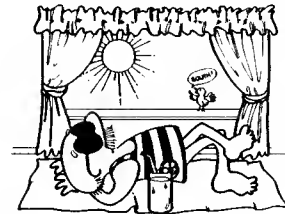
Students and their families use support manual data sheets to collect and compile observations and measurements about their own homes. The data is processed by the HEATLOSS program and a printout of the results is made. This printout identifies problem areas and gives estimates of what the loss of energy is costing the family in dollars.

Equipment requirements include a printer and a 48K Apple II.

No. A-754 Apple 48K Diskette & Backup with 54-page Support Manual $45.00

MODELING

(Grades 6-9)

Much of what scientists believe to be true about the world cannot be seen directly. We can't see an atom, or heat, or the "stuff" that makes up light. Scientists, therefore, develop models as useful ways of thinking about these invisible things.

Modeling develops the concept of a model through experiences with "black box" machines. An exponential model describes population growth. Students experiment with the trajectory of flying objects, using the computer to calculate the distance that the objects will fly. By observing the differences between calculated and experimental distances, students can observe the need for change and refinement of the model.

This module, divided into three lessons, includes computer programs, handouts, transparencies, and a quiz.

No. A-823 Apple 48K Diskette & Backup with 48-page Teacher's Guide $36.00

See similar product for IBM on p. 55.

NUTRITION AND FOOD GROUPS

(Grades 6-9)

The aim of nutrition education is to establish good habits which will result in wise food selections. Today, the computer has the capability of providing consumer information, analyzing the nutrient content of foods, calculating food costs, and aiding the user in grocery shopping and menu and budget planning. Increased use of computers in the nutrition field has the potential for providing significantly improved methods of farming and for increasing overall food production.

This module includes a "Lunch in the Computer Cafeteria" food selection activity, a "Nutri-Bingo" game, and a homework assignment. All of these activities are designed to teach about the nutrient content of food, to review food groups, and to demonstrate the importance of making good food choices.

No. A-822 Apple 48K Diskette & Backup with 41-page Teacher's Guide $36.00

CLASSIFICATION

(Grades 6-9)

Classification is an important process in science because it aids in organizing and making sense out of large bodies of information. As the amount of information increases, our ability to handle it effectively decreases. Fortunately, however, computers can greatly aid our use of such information.

snake	land	scales	0	no

This module uses a simple database inquiry system to enter, search, and sort data. Both the process and results of this activity are closely related to the process of scientific classification.

This two-lesson module includes handouts, transparencies, and a quiz.

No. A-824 Apple 48K Diskette & Backup with 48-page Teacher's Guide $36.00

apple

OH, DEER!

(Grades 5-9)

Based on a real-life model, Oh, Deer! challenges students to manage a herd of white-tailed deer in Whitetail Hollow, a residential area. During a five-year period, students make a series of decisions necessary to maintain a herd size which is in balance with the natural environment and human tolerance.

When a controversial issue like this arises, it becomes necessary to consider the views of the people who are affected. Residents of the area have varying ideas about whether deer should be removed. This scenario allows students to experience the social pressures of the situation, as well as the effects of control measures on the deer herd.

Small groups of students or individual students explore various solutions to the situation. Using estimation and computation skills, decisions are made and tested.

The program produces yearly management reports based on decisions made by the students. This leads groups to an understanding of population dynamics, controlled and uncontrolled variables, and animal/human relationships.

No. A-781 Apple 48K Diskette & Backup with 38-page Support Manual $44.00
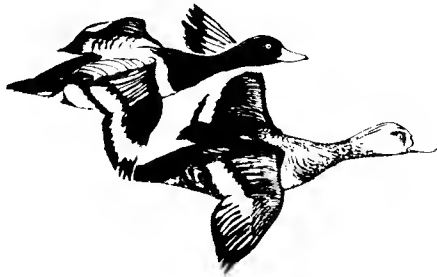
39

DUCKS

(Grades 7-Adult)

"LOOK! Up there . . . ducks!"

Their identifying characteristics--and the ways in which humans interact with them--are the focus of this package.

NAME THAT DUCK is a fun way to sharpen your skills at identifying ducks in the field. As different species approach, you--as waterfowl hunter--must use your knowledge of wing-feathering characteristics and specific body features to identify the flock. Correct identification earns a chance to hunt; incorrectly identified species are stored and presented later.

As in real life, some species flying in our skies are protected, or illegal to hunt. If you shoot a protected bird, a Conservation Officer familiarizes you with the legal ramifications. The game is followed by a report of your identification and hunting success.

RILEY'S MARSH offers a trek through duck country, where you stop along the way to test your knowledge of migratory waterfowl regulations and safe, responsible hunting practices.

No. A-107 Apple 48K Diskette & Backup with 40-page Support Manual $44.00

PETS, LTD.

(Grades 5-9)

Developed in cooperation with the Minnesota Humane Society, this package emphasizes the importance of responsible pet care. In the first program, RHINO, students describe the resources they have available for a pet. The description includes information on living quarters, finances, and training time. This information is compared to the needs of animals listed in a databank. At the conclusion of the program, the students will receive a list of animals whose needs match the students' descriptions.

The second program, PET CARE, is a simulation on responsible pet ownership. Students are given a chance to experience what caring for a pet might be like by resolving typical events associated with pet ownership. To be successful the students must care for a pet for the animal's normal lifetime. The program emphasizes the economic realities of maintaining a pet.

No. A-111 Apple 64K Diskette & Backup with 27-page Support Manual . . . $43.00

DISCOVERY LAB

(Grades 6-9)

Discovery Lab is designed to introduce students to science processes, and specifically to observation, experimental design, and hypothesis testing. Students are challenged to design experiments in order to determine the characteristics of imaginary mystery organisms. The package contains three separate labs of varying difficulty. As students progress through the labs they must control more variables and analyze increasingly complex organisms.

Each lab contains a graphical chamber where the students may design and run their experiments. Students study the characteristics of an organism by altering the conditions (variables) in the chamber. Students learn by testing and by observing an organism's behavior under different conditions.

Students may continue to design experiments in the chamber until they are satisfied that they have discovered the behavior patterns. The final results are analyzed and compared to the actual characteristics of the organism. Possible redesigns of the experiments are suggested when the students' findings do not match the organism's true characteristics.

No. A-128 Apple 48K Diskette & Backup with 40-page Support Manual . . . $44.00

social studies

ELEMENTARY VOLUME 3 - SOCIAL STUDIES (HISTORY, ECONOMICS, AND GEOGRAPHY)

(Grades 3-6/Junior High)

For social studies, geography, economics, and business, this seven-program package provides students with real-life situations that teach them a variety of skills.

CIVIL simulates 14 battles of the Civil War. One student may assume the role of the Confederate commander while another student assumes the role of a Union commander as they learn to weigh the problems faced by a commander in the Civil War. In SELL APPLES, a lesson on pricing, students decide how much to charge for apples. In SELL BICYCLES, a simulation in economics, two students manage different bicycle shops.

SELL LEMONADE is a simulation in which students make decisions similar to those they would make running a real lemonade stand. SELL PLANTS is a simulation emphasizing the function of advertising in business. STATES is a drill and practice on the names and spellings of United States capitals.

These programs can be used as class demonstrations to introduce a lesson or as a unit of study. They may be used by individual students or with small instructional groups.

No. A-704 Apple 48K Diskette & Backup with 74-page Support Manual $48.00
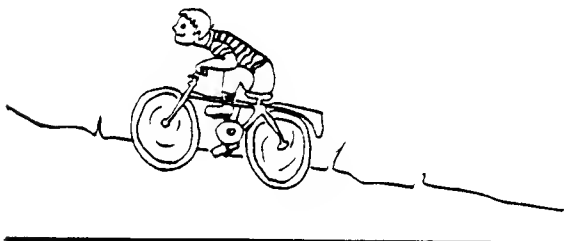
ELEMENTARY VOLUME 6 - SOCIAL STUDIES (SIMULATIONS)

(Grades 3-6/Junior High)

Here is a versatile package of five simulations. FURS simulates the fur trade as it was carried on in eastern North America in the 1770s. NOMAD develops map reading skills using a game format. OREGON is a simulation, originally developed at MECC, of a trip by covered wagon as it might have occurred enroute from Independence, Missouri to Oregon City in 1847. SUMER combines role-playing and economics as you become king of an ancient kingdom. VOYAGEUR is a simulation of the transportation of furs by canoe in northern Minnesota and southern Ontario in the early 1800s.
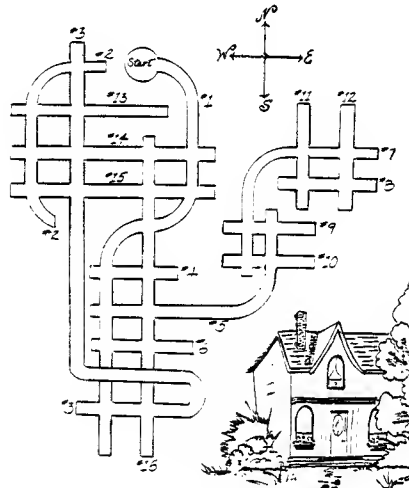
These programs can add excitement to a geography, history, or economics lesson. You can use these programs as an introduction to a lesson or build a unit around any of the five. Student handouts are provided for each program and students can work individually or in small groups.

No. A-725 Apple 48K Diskette & Backup with 81-page Support Manual $49.00

ELECTRONIC MONEY

(Grades 6-9)

The Electronic Money module is divided into two lessons. Lesson One guides the students through a short history of money. This brief study emphasizes money's function and its ever-changing forms. Lesson Two involves the students in the use of a computer program called ELECTRONIC MONEY. Using this program, the students simulate the use of electronic money transfers to manage an ordinary family budget. A quiz is provided to evaluate student progress upon completion of the module.

No. A-816 Apple 48K Diskette & Backup with 43-page Teacher's Guide $36.00

COMPUTERS IN GOVERNMENT

New

(Grades 7-9)

Historically, governments have collected information. As their roles have expanded in terms of policies, programs, and services, the need to develop and use more sophisticated and efficient information-processing systems has increased. Computers have come to facilitate the U.S. government's record-keeping and analysis work by maintaining up-to-the-minute information.

This package introduces students to the ways computerized information is collected, stored, and used by the United States government. Students examine the government agencies that use computers and the various kinds of information they collect.

The computer program POPULATION enables students to alter the birth rate, mortality rate, and birth distribution of four countries and to observe the changes in population composition displayed in graph form. Students analyze the demographic data and use it to make policy recommendations as they participate in a cabinet meeting simulation.

No. A-122 Apple 48K Diskette & Backup with 50-page Teacher's Guide . . . $36.00

POLLS AND POLITICS

(Grades 6-9)

Governments and politicians have always been interested in finding out about opinions and reactions to various issues. The political system must be able to meet and anticipate people's needs if it is to survive. Elected officials must also have some sense of what people think and feel if they are to remain in office. This is especially true in a democracy because officials must stand the test at the ballot box.

Polls and Politics introduces the student to political polls, their history, and politics, and the criteria needed to judge them. This unit also shows how computers have become a key component in polling techniques. Not only will students read about computer usage, but they will also have an opportunity to use the computer to analyze survey data they have created.

This three-lesson module includes handouts, transparencies, and a quiz.

No. A-820 Apple 48K Diskette & Backup with 53-page Teacher's Guide $36.00

OH, DEER!

(Grades 5-9)

Based on a real-life model, Oh, Deer! challenges students to manage a herd of white-tailed deer in Whitetail Hollow, a residential area. During a five-year period, students make a series of decisions necessary to maintain a herd size which is in balance with the natural environment and human tolerance.

When a controversial issue like this arises, it becomes necessary to consider the views of the people who are affected. Residents of the area have varying ideas about whether deer should be removed. This scenario allows students to experience the social pressures of the situation, as well as the effects of control measures on the deer herd.

Small groups of students or individual students explore various solutions to the situation. Using estimation and computation skills, decisions are made and tested.

The program produces yearly management reports based on decisions made by the students. This leads groups to an understanding of population dynamics, controlled and uncontrolled variables, and animal/human relationships.

No. A-781 Apple 48K Diskette & Backup with 38-page Support Manual $44.00

OH, DEER!

INTERACTIVE VIDEODISC MINICOURSE: INTRODUCTION TO ECONOMICS

(8th Grode-Adult)

Introduction to Economics is o microcomputer ond videodisc interoctive economics course. The mini-course, colling upon todoy's new technologies, merges the oudio-pictoriol strengths of television with the interoctive powers of the computer into one leorning environment. This course offers individuolized, self-poced instruction ond provides the students with feedbock, extro help, ond individuolized reinforcement. The videodisc presents o combinotion of video techniques, including slides ond stondord television ond grophicol representotions, while the computer creotes on interoctive leorning environment. Included os port of the instruction is o student monuol to reinforce concepts ond ideos through written exercises ond to serve os o permonent reference for study ond review. This course is designed to be tought over seven weeks.

Side One of the videodisc instruction covers Resources; Wonts ond Needs; Scorcity; Resource Allocotion; Choices: Influence of Volues; Choices: Society's Gools; Sociol Gools ond Trode-offs; Decision Moking: The Process; ond Moking Economic Decisions: A Cose Study.

Side Two of the videodisc instruction covers Economic Systems; Circulor Flow: Household ond Businesses; Circulor Flow: Government; Households; Foctors of Production; Business Organizotions; Government in the Economy; Money; Bonking; ond The Federol Reserve.

An Apple II 48K with two disk drives ond o Pioneer Model VP-1000, Mognovox VC-8010, or Sylvonio VP-7200 loser disc ployer ore required.

No. 5101 Loser Videodisc, Interfoce Boord, 10 Apple II Diskettes, Teocher Monuol, ond
Student Monuol $500.00
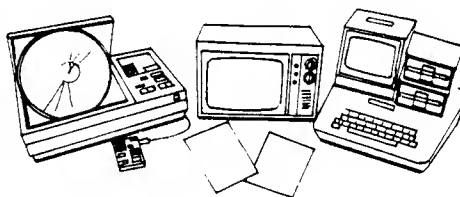
special education

SPECIAL NEEDS VOLUME 1 - SPELLING

(Motor-impaired Students Grades 2-6)

This unique drill and practice package is designed to teach beginning spelling to students with special needs and, in particular, those students who are motor-impaired or have poor coordination. The twenty drills included should primarily be used for individual practice, but could also be used by two or three students working as a team.

A very special feature of this package is that the programs have been adapted so that students may use game paddles or any keyboard selection to choose one of the various choices on the screen. You may use these spelling drills in a special education or mainstreamed educational environment. You may also wish to include these lessons on the student's Individual Educational Plan.

No. A-727 Apple 48K Diskette & Backup with 30-page Support Manual $44.00

GUESSING AND THINKING

(Grades 6-9)

The programs in this package, originally introduced in MECC's Elementary Volume 1, were modified to serve the needs of hearing-impaired students. The changes include the simplification of the language structure and a more guided approach to the presentation of the material.

The package includes three popular educational games which emphasize the application of logical skills. HURKLE teaches students how to locate points on a number line or grid. BAGELS and NUMBER sharpen logic skills.

No. A-778 Apple 48K Diskette & Backup with 52-page Support Manual $45.00

SPECIAL NEEDS VOLUME 2 - SIMULATIONS AND DRILLS

(Motor-impaired Students Grades 2-6)

This unique package consists of three drill and practice programs and two simulations. These programs can be used for individual instruction, small group instruction, or with two or three students working as a team. A very special feature of this package is that the programs have been adapted so that students may use game paddles or any keyboard selection to choose one of the various choices on the screen. You may use these programs either in a special education or mainstreamed educational setting.
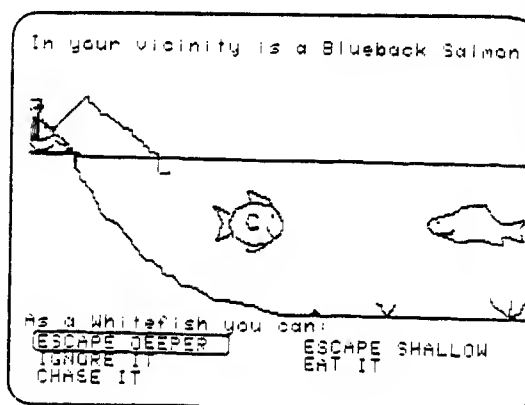
ARITHMETIC PRACTICE provides drill on the four basic arithmetic operations, while CHANGE is a drill on making change. ODELL WOODS and ODELL LAKE are both simulations of a food web, while WRONG NOTE provides practice in comparing written and performed pitch patterns.

You may wish to include these educational materials and activities on the student's Individual Educational Plan.

No. A-755 Apple 48K Diskette & Backup with 54-page Support Manual $44.00

45

BLISSYMBOLICS: BLISSBOARD

(Preschool-Adult)

Blissboard is a package which provides both a user's Blissboard, always visible, and its computer version. When the number of a Blissymbol on a user's board is entered, the computer displays the same symbol on the screen. A switching device, game paddle, or simple contact with the keyboard can be used to enter one symbol at a time to make a Blissymbol sentence. Optionally, the word(s) can also be displayed. With a graphics printer (either an Apple Silentype, Paper Tiger, or Epson with Grappler card), the teacher can print phrases, messages, or combined symbols for special teaching units.

No. A-766 Apple 48K Diskette & Backup with 42-page Support Manual . . . $44.00
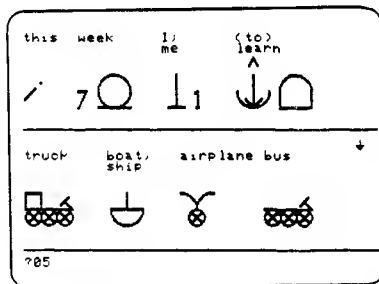
BLISSYMBOLICS: BLISS DRILLS

(Preschool-Adult)

This package consists of a series of drills designed to facilitate the learning of Blissymbols. SINGLE SYMBOL DRILL presents a stimulus symbol and has the student match it against three test symbols. WORD-SYMBOL DRILL gives students practice in matching symbols against their word representations. Both programs can be operated through any switching device, game paddle, or simple keyboard contact. Fourteen prestored sets of symbols are available from which drills can be configured. A teacher can also create additional symbol sets by using the DRILL MAKER program in conjunction with either the Blissboard or Bliss Library packages.

No. A-768 Apple 48K Diskette & Backup with 31-page Support Manual $43.00

BLISSYMBOLICS: BLISS LIBRARY

(Preschool-Adult)

Like Blissboard, this package contains a computerized, communications system except that it also has the full set of nearly 1500 Blissymbols. Physically handicapped, non-vocal students using a switching device, game paddle, or simple contact with the keyboard can display on the screen any of the symbols -- with or without its corresponding word. Using an Apple Silentype, Paper Tiger, or Epson printer, a screen full of symbols can be printed out for a permanent record.

All of the symbols are accessible through standard Apple shape tables. A teacher with programming ability or access to a programmer can develop new applications and incorporate these symbols into them.

No. A-767 Three Apple 48K Diskettes & Backups with 46-page Support Manual $96.00

BLISSYMBOLICS: BLISSYMBOL CONCEPTS

(Preschool-Adult)

This package contains a set of six drills on specific Blissymbols. FLAG, EYE, JUMP, and CAR provide practice on the concept of left/right directions. MOUSE is a program on Blissymbols which describes the spatial location of objects, e.g., in/out. BALLOON gives students practice in describing the size and quantity of objects, e.g., big/little or few/many.

All programs can be operated through any switching device, game paddle, or simple keyboard contact. Teacher options allow instructors to adjust the programs for each student.

Students unfamiliar with Blissymbols can also benefit from these motivating drills, whether they use them in the symbol mode or with only the symbols' corresponding English words.

No. A-777 Apple 48K Diskette & Backup with 37-page Support Manual . . . $44.00

PUZZLES AND POSTERS

New

Word search puzzles, crossword puzzles, mozes, posters, and banners--you can create, design, and print all of them with the programs on this diskette. The WORD SEARCH program lets you create and edit word lists that are then used to print word search puzzles. The CROSSWORD PUZZLE program lets you create and edit word lists which are used to print crossword puzzles. The word lists that you create for the WORD SEARCH and CROSSWORD PUZZLE programs can be used interchangeably. If you want to make the lists permanent, you may store them on a data diskette. The A-MAZE-MENT program generates unique mozes and the POSTERS AND BANNERS program enables you to design and print posters and banners in a variety of letter styles.

Note: the programs in Puzzles and Posters are based in part on those formerly included in MECC's Elementary Volume 2 (product no. 703) and Teacher Utilities Volume I (product no. 715).

No. A-116 Apple 64K Diskette & Backup with 36-page Support Manual . . . $44.00

See similar product for IBM on p. 57; for Commodore on p. 63; for Rodio Shack on p. 72.

GUIDE DE L'ENSEIGNANT (TEACHING ASSISTANT)

(Elementory-Adult)

Create and edit sets of questions and onswers in French. You can design multiple choice, true-folse, or short answer exercises in ony subject oreo or grode level for French-speaking students or you con toilor the exercises for students who ore learning French as o foreign longuoge. You moy include upper- and lawer-cose letters os well os diocritical morks in the questions that you write.

The REVISION (REVIEW) progrom then provides students with interoctive drill and proctice on the questions ond onswers you creoted. All of the informotion the students see on the REVISION (REVIEW) progrom is in French. The teocher's program ond the support monual ore in English. A record-keeping system records student use ond accomplishments.

The Guide de l'Enseignant (Teaching Assistont) package requires a data diskette to store the sets of questions ond onswers that you creote.

No. A-787 Apple 48K Diskette & Backup with 22-page Support Manual $43.00

teacher utilities

MASTER SPELL

New

(Grode I-Adult)

Master Spell is a versatile package that allows you to enter your own word lists and design spelling lessons to meet individual needs. A seporate spelling diskette is created by the Master Spell package for use by the leorner. This spelling diskette con be used by an individual ar a group of up to twelve leorners.

The lesson can be uniquely designed by controlling the method of presenting the word, feedback, remediation, and review. Up to eighteen word lists can be odded on a weekly bosis or oll at once. Eoch word list can contain up to sixteen words, ond sentences using each word in context can be included.

The package also cantains a management system that maintains a list of all misspelled wards to be used to generote review lessons.

No. A-119 Apple 48K Diskette & Backup with 28-poge Support Manual $43.00

EL ASISTENTE DEL INSTRUCTOR (TEACHING ASSISTANT)

(Elementary-Adult)

Create and edit sets af questions and answers in Spanish. You can design multiple choice, true-folse, ar short answer exercises in any subject area ar grade level for Spanish-speaking students or you can tailor the exercises for students who are learning Spanish os o foreign languoge. You moy include upper- and lower-cose letters os well os diacriticol marks in the questions that you write.

The REPASO (REVIEW) progrom then provides students with interactive drill ond practice on the questions and answers you creoted. All of the infarmation the students see on the REPASO (REVIEW) program is in Spanish. The teocher's program and the support manuol are in English. A recard-keeping system records student use ond occomplishments.

The El Asistente del Instructar (Teaching Assistont) pockage requires a doto diskette to store the sets of questions and answers thot you creote.

No. A-791 Apple 48K Diskette & Backup with 22-page Support Manual . . . $43.00

GRADE MANAGER

Record scores, compute grades, and print grade reports quickly and accurately with this flexible grading package for classroom use. Choose from several variations of two grading methods -- percentage grading and curve grading. Enter up to 50 scores per student in score categories you specify for each of up to 15 classes or 1088 students on one data diskette. You can print a wide variety of score and grade reports, including statistical data, and produce individual student progress reports.

The package can be used with quarter, term, or semester systems at all grade levels. First-time users are guided step-by-step by a comprehensive support manual that also explains the various grading and reporting options.

Equipment requirements include a 48K Apple II with either one or two disk drives and a printer.

No. A-771 Apple 48K Diskette & Backup with 74-page Support Manual $46.00

STUDY GUIDE

New   (Grades 4-Higher Education)

You can now create and edit sets of questions and answers in an extremely convenient way with the Study Guide package. You can use the DESIGNER program to write multiple choice, true-false, matching, and completion questions using preset formats. You may also provide remedial feedback as well as assign objective numbers and statements to each question.

The REVIEWER program then provides students with interactive drill and practice on the questions and answers that you created. Students may review the questions by objective category within any set of questions.

The sets of questions that you create with the DESIGNER program can also be used to print worksheets and tests using the EXAMINER program. You may specify the number of questions from each objective category to be printed on each test or worksheet.

Note: the programs in Study Guide are based in part on those formerly included in MECC's Teacher Utilities Volume I (product no. 715).

No. A-126 Apple 64K Diskette & Backup with 24-page Support Manual . . . $41.00

TEACHER UTILITIES VOLUME 2, 3, AND 4

(Grades 1-6)

This collection of three diskettes allows a teacher to create drills or exercises based on a list of questions and answers or a list of vocabulary words. The first diskette contains the utilities for creating the lessons, while the other two diskettes contain the programs for presenting the lessons to the students (one diskette for question-and-answer exercises and the other for vocabulary exercises).

The question-and-answer facilities allow the teacher to create and edit multiple-choice exercises using either mixed upper- and lower-case letters or all upper case. Students are allowed two tries to each question and at the end of the lesson are given a summary of their performance.

The vocabulary section allows the teacher to create and edit lists of vocabulary words, which students can then use in any of four different exercises. The exercises are hangman, word unscrambling, spelling memorization, and spelling recognition. At the end of an exercise, students are given a summary of their performance. A fifth exercise is available to those having printers, who may print out hidden word puzzles.

These materials were developed by TIES (Total Information Educational Systems), a regional educational computing service center.

No. A-740 Three Apple 48K Diskettes & Backup with 125-page Support Manual $100.00

More New Products from ≡mecc

Where software development happens year 'round. Here's your list of our latest releases.

THE MECC BOOK 1984-85

New!

MECC has a good problem! The number of MECC products for school computing personnel is so large that sometimes people have trouble finding the particular MECC product that will best fit their needs. To solve this problem, MECC has produced The MECC Book 1984-85, a quick reference guide to MECC products.

This guide places the three types of MECC products into separate sections for easy reference: "Training Products," "Administrative Products," and "Courseware." The "Courseware" section is further divided into six sections, one for each of the computer brands for which MECC has produced courseware.

The MECC Book 1984-85 also contains four separate indices to aid you in finding each product. These indices enable you to find material quickly and accurately to fit your specific needs. All products are indexed by title, content area, grade level, and computer brand. In addition, all products are numbered and coded to assist you in properly identifying them.

Each product entry contains a complete description of the product's contents, capabilities, and technical requirements. "Courseware" entries include screen displays that give you an idea of the package's contents. Page numbers have been omitted from the "Courseware" section of this book, enabling you to rearrange it in whatever manner best suits your needs.

No. G-900 Reference Guide (245 pages) . . . . .
. . . . $30.00

THE MECC PRODUCT INDEX 1984-85

New!

Designed to be used with MECC's Data Handler database program (No. A-129; formerly No. 2001) on the Apple II computer, The MECC Product Index 1984-85 provides a comprehensive index of MECC's training products, administrative software, and instructional courseware.

The index identifies products by such categories as content area, computer brand, computer application, and grade level, and provides a Dewey Decimal Number for library cataloging. Administrators, teachers, and staff will find this index especially useful as an inventory and a source for cataloging MECC and other products.

No. G-950 Apple 48K Diskette with 18-page
Support Manual $5.00

> ## "MECC...
> ## an excellent source
> ## of curriculum-based
> ## software..."
> ### --Teaching
> ### and Computers
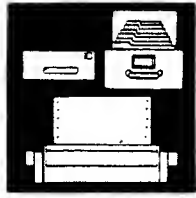
administrative

BUS ROUTES

New (Administrative)

Bus Routes will assist your transportation staff by using unique district information from maps developed earlier to determine the shortest, most efficient bus routes possible. This system will accommodate up to 9999 routes with as many as 47 bus stops on each route. Reports are provided that include arrival time, mileage between stops, total mileage, and total number of students on the bus.

No. 2012   Apple 48K Diskette & Backup with 79-page support manual $200.00

ACTIVITY ACCOUNTANT

New (Administrative)

Activity Accountant provides a user-friendly electronic bookkeeping function for monitoring school-level account activity. This system allows users to establish 100 separate accounts within 50 separate schools. User-defined default values can be entered for up to 20 separate accounts to streamline data entry.

Up to 2500 total transactions can be entered in each accounting period. Reports can be produced with summary information on accounts within each school in a district. Detailed reports of transactions can also be produced for the current accounting period and year-to-date.

No. 2013   Apple 48K Diskette & Backup with 66-page support manual $200.00

THE ADMINISTRATORS from mecc

Take a Lighter Workload This Year.

With the up-to-date information THE ADMINISTRATORS provides, you're able to have more control and be more accurate than ever before.

Now available:
- Payroll
- Finance
- Student Records
- Daily Attendance
- Facility and Equipment Scheduler

- Energy Manager
- Bus Routes
- Activity Accountant

And more soon to come!

For descriptions of all Apple administrative products, see pages 5 and 6; for IBM administrative products, see page 49.

Minnesota software developed by TIES, distributed by MECC.

Five products produced by TIES are now being distributed by MECC. These packages can be ordered using the regular MECC catalog order form.

ENERGY HOUSE

(Grades 4-8)

Energy House allows students to travel through two to seven rooms in a house looking for ways to save energy. The computer randomly selects living rooms, bathrooms, bedrooms, kitchens, and basements. Students enter brief commands to correct energy wasters within the given time limit. Students see the windows close, the lights turn off, the fireplace doors close, and so on. If a response is correct, the energy efficiency of the house will increase. This increase registers on the "thermometer" on the screen, which keeps track of the score. At the end of the student session, success is stated in terms of energy efficiency.
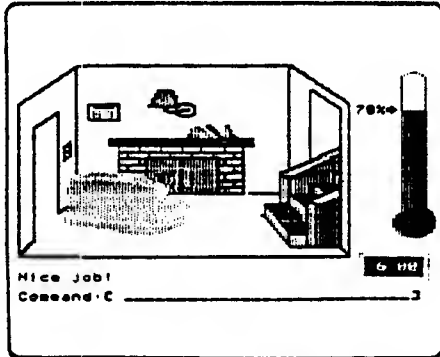
A record-keeping system records student use and accomplishments.

No. A-401 Apple 48K Diskette & Backup with 78-page Teacher's Guide $48.00

GENETICS

(Grades 6-9)

Genetics contains two programs designed to give students practice in identifying and using the rules of genetic traits and blood typing.

In CHROMY BUG, students determine genetic traits for parent Chromy Bugs by choosing dominant, semi-dominant, or recessive traits. Students use the rules of dominance to decide which of the parents' genetic traits are dominant and will be transmitted to the offspring. Students then have the option of changing the genetic traits of the parent bugs and observing how the changes affect the offspring.
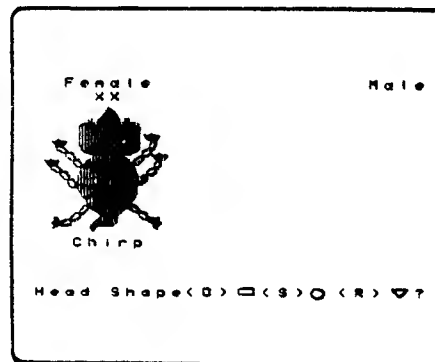
In BLOOD TYPING, students assume the role of the doctor in charge of A-B-O Lab and are given the blood type genes of a mother and father Chromy Bug. In order to identify the blood type of the baby Chromy Bug, students must first determine the possible genetic combination(s) for the baby. The students identify the blood type for each of the possible genetic combination(s) and view the baby's blood test. They use the test results and the list of possible blood types to determine the baby's blood type.

A record-keeping system records student use and accomplishments.

Note: This product will **not** operate on an Apple //c computer.

No. A-402 Apple 48K Diskette & Backup with 132-page Teacher's Guide . . . $49.00

TIES
TOTAL
INFORMATION
EDUCATIONAL
SYSTEMS

LOGIC GATES

New

(Grades 10-12)

Logic Gates is designed for use with high school electronics classes or to teach logical thinking. In this problem-solving activity, students choose from thirty lessons using combinations of eight logic gates. Each lesson provides a schematic with several gates. The computer provides random input values for the initial pins. For each gate, students examine the input, consider the kind of gate, and then determine the output. When the final output is high (+), a Light Emitting Diode (LED) comes on. If students give an incorrect answer, they are given an explanation of the gate involved and the appropriate truth table. At the end of the session, the results are displayed as the number of correct answers and a percentage.

Is there power out at gate A? [   ]

A record-keeping system records student use and accomplishments.

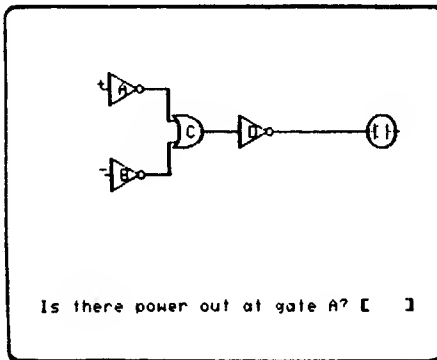No. A-403 Apple 48K Diskette & Backup with 100-page Teacher's Guide $48.00

TEST SCORING

New

Test Scoring allows teachers to tabulate and analyze test results. The teacher or administrator chooses Comprehensive, Quick Test, or Survey Analysis.

Reports provide four kinds of information:

- Group Performance calculates frequency distribution tables, histograms, mean, standard deviation, and test score range.
- Individual Test Performance lists the responses selected, number answered correctly, and comparisons with other students.
- Test Form Analysis indicates the frequency of each response for item evaluation purposes.
- A Standard Survey Analysis Report lists modal and mean responses.

Student results may be entered using the keyboard or the following card readers: Chatsworth 2000 Series card reader with an Asynchronous Communication Card; HEI 121-4 Model 3 card reader with an Apple or CCS Serial Interface Card; Scantron 1200 Mark Reader with an Apple Super Serial Card; or an NCS Sentury 3000 Mark Reader with an Apple Super Serial Communication Card.

No. A-404 Apple 48K Diskette & Backup with 99-page Teacher's Guide $49.00

SPORTS STATS

New

(Grades 6-Adult)

Sports Stats allows users to process athletic statistical data for individual and/or team performance. Users may choose from fourteen available routines for basketball, wrestling, hockey, baseball/softball, football, volleyball, soccer, and bowling. Statistical data is generated for each game and/or player, and may be accumulated over the season.

The input for each of the routines varies depending on the nature of the sport; however, all routines in Sports Stats use data stored in files. These files contain either players' names or statistical data. The routines and data from these files may be used to generate reports. A typical user might enter current data from a recent athletic event, produce a statistical report, and then update the data by saving it in the permanent file. As the season progresses, reports made from the permanent file would thus show accumulated data and the corresponding statistics.

No. A-405 Apple 48K Diskette & Backup with 106-page Teacher's Guide . . . $49.00

New courseware packages for Commodore available from MECC!

PRE-READING

(Preschool-Grade 2)

The use of the six programs in Pre-Reading can add fun to the acquisition of pre-reading skills. Youngsters can practice upper-case letter recognition and alphabetical ordering using CATERPILLAR. TRAIN focuses on lower-case letter recognition and alphabetical ordering. FIRST LETTER presents pictures of objects to help children identify initial letters in words. PICTURES, WORDS, and SHAPES help children exercise recall skills, devise successful game-playing strategies, and identify identical pictures, words, and shapes in games of concentration.
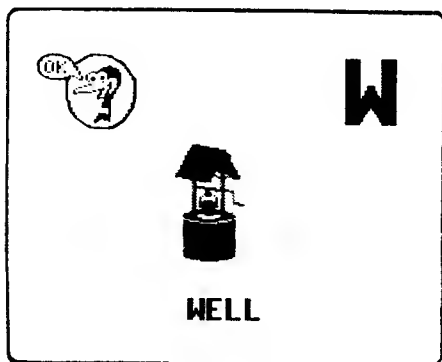
No. C-105 Commodore 64K Diskette & Backup with 37-page Support Manual $44.00

OUTDOOR BIOLOGY

(Grades 2-9)

Using the two simulations in Outdoor Biology, students take the role of an animal, encounter other organisms, and discover their place in a food web. Students can gain knowledge about competition for food sources, basic predator-prey relationships, and ecological systems. ODELL LAKE simulates the feeding conditions found in a North American lake, while ODELL WOODS simulates feeding conditions found in a forested area surrounding a lake. Worksheets for student use are found in the support manual.

No. C-114 Commodore 64K Diskette & Backup with 49-page Support Manual $45.00

EARTH SCIENCE

(Grades 3-12)

The four programs in Earth Science examine a variety of physical phenomena. Using EARTHQUAKE, students locate an earthquake's epicenter in a simulated setting. MINERALS is an aid that helps students identify 26 common minerals. The URSA program teaches the identification of five major constellations of the Northern Hemisphere and provides a simulation that illustrates the use of the constellations for telling time. SOLAR DISTANCE teaches the concept of distance in space by simulating trips to heavenly bodies using various methods of transportation.

No. C-112 Commodore 64K Diskette & Backup with 49-page Support Manual $45.00

DUCKS

(Grades 7-Adult)

"Look! Up there . . . ducks!"

Their identifying characteristics--and the ways in which humans interact with them--are the focus of this package. NAME THAT DUCK is a fun way to sharpen your skills at identifying ducks in the field. As different species approach, you--as waterfowl hunter--must use your knowledge of wing-feathering character-istics and specific body features to identify the flock. Correct identification earns a chance to hunt; incorrectly identified species are stored and presented later. As in real life, some species flying in our skies are protected, or illegal to hunt. If you shoot a protected bird, a Conservation Officer familiarizes you with the legal ramifications. The game is followed by a report of your identification and hunting success. RILEY'S MARSH offers a trek through duck country, where you stop along the way to test your knowledge of migratory waterfowl regulations and safe, responsible hunting practices.

No. C-122 Commodore 64K Diskette & Backup with 42-page Support Manual $44.00

THE THREE R'S OF MICROCOMPUTING (THE GLASS COMPUTER)

New

(Grades 6-9)

The most basic functions of a computer are the input, output, and processing of information. With this package, teachers can begin teaching the BASIC language. The statements LET, PRINT, INPUT, and END are introduced.

A special feature of this package is a program called the GLASS COMPUTER. Through the use of graphics, this program demonstrates how computers work internally. The program interprets BASIC statements one at a time and then simulates what the computer does with each. Thus, the GLASS COMPUTER gives the students a concrete picture to help them understand the abstract processing of computers.

No. C-500 Commodore 64K Diskette & Backup
with 57-page Teacher's Guide . . . .
. . . . $36.00

LOOPS

New

(Grades 6-9)

In this package, the concept of repeating a process, or "looping," is introduced. The FOR/NEXT statement is presented as a convenient means of controlling a fixed number of repetitions. The function of the FOR/NEXT command in a computer program is explored using the GLASS COMPUTER. Students examine programs using the FOR/NEXT statement as well as write their own programs.

A second lesson introduces the READ/DATA statement as a convenient way to handle a large amount of information. The function of the READ/DATA statement in a computer program is explored using a simple program. Examples of programs using the READ/DATA statement are given to the students along with an activity in which the students write programs using it.

No. C-502 Commodore 64K Diskette & Backup
with 39-page Teacher's Guide . . . .
. . . . $36.00

**Be sure to see
all the other
Commodore products
on pages 58 - 63!**

THE IFS AND THENS OF PROGRAMMING

New

(Grades 7-9)

The concept of branching, an important feature in computer programs as well as in logic, is introduced in this package. Here students learn the distinction between unconditional and conditional branching.

The lessons in this package introduce the IF/THEN statement as a form of conditional branching based on logical decisions. The GOTO statement is explored as a form of unconditional branching.

Two optional lessons explore the concepts of flowcharting. Examples of programs with IF/THEN and GOTO are given to the students together with activities in which the students write programs using these statements.

No. C-503 Commodore 64K Diskette & Backup
with 85-page Teacher's Guide . . . .
. . . . $36.00

ELECTRONIC MONEY

New

(Grades 6-9)

The Electronic Money package is divided into two lessons. Lesson One guides the students through a short history of money. This brief study emphasizes money's function and its ever-changing forms. Lesson Two involves the students in the use of a computer program called ELECTRONIC MONEY. Using this program, the students simulate the use of electronic money transfers to manage an ordinary family budget.

No. C-504 Commodore 64K Diskette & Backup
with 51-page Teacher's Guide . . . .
. . . . $36.00

MEASUREMENT

New

(Grades 6-9)

This package is designed to introduce students to the concept of scientific measurement by comparing student reaction time to the speed of the computer. This relationship is demonstrated by comparing the differences in input and output rates of humans vs. computers. Students use the WORDS PER MINUTE program to measure reading speeds (input rate) and typing speeds (output rate), comparing them to those of computers.

No. C-505 Commodore 64K Diskette & Backup
with 41-page Teacher's Guide . . . .
. . . . $36.00

Computers in the Curriculum: A Computer Literacy Guide

A Complete Plan for Integrating Computing Activities
into the K-6 Curriculum

Comprehensive planning is critical to a school's effective use of computers in instruction. This planning starts with the curriculum. Schools need to consider where computing activities fit into their curriculum plans. Some activities will help meet subject area objectives. Other activities will meet objectives related to students learning about technology.

MECC's Computers in the Curriculum provides an example plan for schools to accomplish this. Designed and tested in conjunction with the Burnsville, Minnesota school district, this product provides a set of goals and objectives, a scope and sequence, and step-by-step plans for 148 lessons spread across the K-6 grade levels. Each lesson plan contains its own objectives, readiness activities, instructional activities, practice and assessment activities, and list of required materials. Many of the lessons are based on MECC courseware products.

Computers in the Curriculum can be adopted as a school plan or adapted to fit in with existing plans. Its 365 pages provide a sample structure for curriculum planning, plus a wealth of suggested computing activities of proven classroom value. For schools just beginning to formulate computing plans, Computers in the Curriculum provides a substantial head start for both administrators and teachers.

Computers in the Curriculum
No. G-622
Planning Book (365 pages) . . . . Retail $79.00

MECC also offers a special price for the book plus the collection of MECC courseware products used in the book's activities, as described below:

Computers in the Curriculum with Courseware Collection
No. G-622A

A $748.00 value that includes the 365-page planning book plus the fifteen listed MECC courseware products, each with Apple 48K diskette and backup and support manual . . . . Retail $550.00

    A-125 Addition Logician
    A-774 Adventures with Fractions
    A-109 Circus Math
    A-788 Early Addition
    A-702 Elementary Volume 1 (Mathematics)
    A-704 Elementary Volume 3 (Social Studies)
    A-705 Elementary Volume 4 (Mathematics/Science)
    A-725 Elementary Volume 6 (Social Studies)
    A-731 Elementary Volume 7 (Pre-Reading/Counting)
    A-779 The Friendly Computer
    A-773 Growgins' Fractions
    A-780 Mind Puzzles
    A-112 Word Wizards
    T-644 Apple Logo in the Classroom (manual only)
    A-775 EZ Logo

PRODUCTS G-622 AND G-622A CAN BE ORDERED USING THE REGULAR FORM CONTAINED IN THE MECC EDUCATIONAL COMPUTING CATALOG.
Call (612) 481-3527 for ordering information.

planning materials

w-7

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Phone _____ / _____

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If the order is over $20.00, either a purchase order or payment must be included.

administrative

STUDENT RECORDS

☆New☆   (Administrative)

This system is the database for a line of integrated student systems. It maintains all pertinent student information for up to 900 students as well as all necessary school information. It provides flexible, user-specified reporting and allows school administrators to define their own coding structures for data items such as enrollment codes, residence codes, tuition codes, transportation codes, etc. It will promote students one grade at the end of the school year, deleting withdrawn and graduated students.

Note: this system requires the use of an IBM PC with 128K of memory, a dual disk drive system, and a printer (color/graphics not required).

No. 2008 IBM 128K Program Diskettes & Backups with 99-page Support Manual
· $100.00

STUDENT DAILY ATTENDANCE

☆New☆   (Administrative)

This system provides for student daily attendance functions for up to 900 students. The school calendar is built one day at a time to accurately track instructional and non-instructional days. Attendance may be taken by day, half-day, or by class periods (up to 12). Attendance information can be entered by keyboard, card reader (HEI or Chatsworth) or scanner (Scan-Tron); when entered via keyboard, attendance data can be entered in a variety of time-saving methods, such as automated homeroom lists. The system provides for eleven types of daily or periodic reports with several options to meet the specific needs of administrators, and provides for five year-end reports to aid in state reporting. By using this package, MECC Student Records (product no. 2008) information can be updated with marking period absence and tardy figures (up to six marking periods per school year).

Note: this system requires MECC Student Records (product no. 2008) and the use of an IBM PC with 128K of memory, a dual disk drive system, and a printer (color/graphics not required).

No. 2009 IBM 128K Diskettes & Backups with 117-page Support Manual . . . $200.00

For more information on Administrative products, write or call MECC Management Information Services (612) 481-3548.

Technical Information

IBM

All software is distributed on diskettes and is designed to operate on either the IBM Personal Computer or the PCjr with at least 128K memory, color/graphics capability, and Advanced BASIC, and one disk drive, unless otherwise indicated. IBM® is the registered trademark of International Business Machines Corporation.

THE ELECTRONIC SPREADSHEET

(Grades 9-12)

Help your business education students turn their IBM PC or PCjr into a "what if" machine by teaching them to use the VisiCalc™ spreadsheet. With The Electronic Spreadsheet, your students will learn how to do anything they would normally do on the traditional accountant's worksheet--without the use of an eraser! A change in any part of the spreadsheet causes the automatic correction of all other cells on the spreadsheet which the change affects.

This package provides a tutorial which introduces students to the VisiCalc™ commands and provides practice exercises. The latter part of the manual contains sets of practical problems to solve with an electronic spreadsheet. These are grouped for use in specific business education courses much as consumer economics, record keeping, data entry, bookkeeping and accounting, office machines, office procedures, and business management. A diskette containing templates for use in solving some of the problems is included in the package. (VisiCalc™ is a product of VisiCorp and must be purchased separately.)

No. I-127 IBM 128K Diskette & Backup with 176-page Teacher's Manual with Student's Manual $49.00

No. I-128 Student's Manual (61 pages) . . $ 8.00

Easy-to-Use Alphabetized Index and Price List Pages 85-94.

BUSINESS AND MANAGEMENT CONCEPTS

(Senior High-Adult)

Business and Management Concepts contains a collection of practical programs designed to be used in business education settings. The SAVINGS INTEREST program enables students to calculate the amount of interest earned on either a regular savings account or on a certificate of deposit. The INSTALLMENT LOANS program enables students to calculate any one of the following--principal, interest rate, payment amount, or loan period--by entering the other three variables. The PAYROLL program enables students to calculate a small company's payroll information by entering deduction data. Finally, the MANAGE simulation program shows the students how two companies compete in the market place.

No. I-126 IBM 128K Diskette & Backup with 61-page Support Manual $45.00
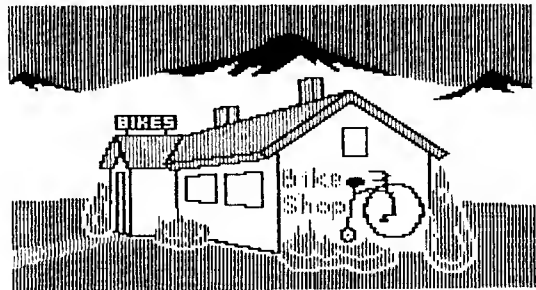
Now available . . . Three-fold Vinyl Binders for MECC Support Manuals!

computer literacy/
computer science
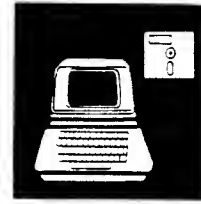
THE THREE R'S OF MICROCOMPUTING
(THE GLASS COMPUTER)

(Grades 6-9)

The most basic functions of a computer are the input, output, and processing of information. With this package, teachers can begin teaching the BASIC language. The LET, PRINT, INPUT, and END statements are introduced.

A special feature of this package is the GLASS COMPUTER program. This program is designed to demonstrate graphically how computers internally work. The program interprets each BASIC statement one at a time and then simulates what the computer does with each. Thus, the GLASS COMPUTER gives the students a concrete picture to help them understand the abstract processing of computers.

No. I-101   IBM 128K Diskette & Backup with 56-page Teacher's Guide . . . $36.00

PROCESSING WORDS

(Grades 6-9)

Word processing is changing the nature of business throughout the world. Using computers to manipulate text material is redefining the role of the traditional secretary. Applying the concepts of word processing to other forms of communication will alter the nature and amount of information available to us.

This package introduces the elementary concepts of word processing to students. The student uses the classroom computer to enter, edit, and format text material. Using a simple electronic mail program, word processing concepts are applied to electronic form letters and mass mailings.

No. I-103   IBM 128K Diskette & Backup with 43-page Teacher's Guide . . . $36.00

CHARTING A PATH

(Grades 6-9)

Flowcharts provide the translation between the statement of a problem and the formalized writing of a computer program. They are a useful way of organizing information. As such, they can also be used to solve problems other than computer-related ones.

This module introduces the language and symbols of flowcharts for both word and computer problems. Students draw flowcharts and write computer programs to solve simple problems using the LET, INPUT, PRINT, and END statements. Flowcharting is presented as action. This module is designed to follow the use of The Three R's of Microcomputing (The Glass Computer).

No. I-102   Teacher's Guide (39 pages) . . . $4.00

PROGRAMMING SPECIAL PROJECTS

(Grades 6-9)

The ability of students to develop a computer program to solve a problem is one measure of their computer literacy. In order to write a meaningful computer program, students need to have a working knowledge of a computer language and procedures and have confidence in their ability to interact in a constructive manner with the computer.

In Programming Special Projects, students are taught a variety of programming commands which will increase their ability to use the computer for problem solving. Programs using LOCATE and GOSUB are introduced, as well as the process of string manipulation. In the second lesson, students examine and run a simple adventure game which uses the commands that they have learned, plus some new commands, to produce graphics. Students may select additional advanced applications to further their development of programming skills.

No. I-104   IBM 128K Diskette & Backup with 52-page Teacher's Guide . . . $36.00

51
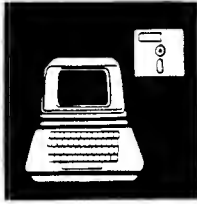
LOOPS

(Grodes 6-9)

In Loops, the concept of repeating o process, of "looping," is introduced. The FOR/NEXT stotement is presented os o convenient means of controlling o fixed number of repetitions. The function of the FOR/NEXT commond in a computer program is explored using the GLASS COMPUTER. Students exomine programs using the FOR/NEXT stotement os well os write their own programs.

A second lesson introduces the READ/DATA stotement as o convenient woy to hondle a lorge amount of informotion. The function of READ/DATA in a computer program is explored using a simple program. Exomples of progroms using READ/DATA are given to the students along with an activity in which the students write progroms using READ/DATA.

No. I-106   IBM 128K Diskette & Bockup with 38-page Teocher's Guide . . . $36.00

THE IFS AND THENS OF PROGRAMMING

New

(Grodes 7-9)

Branching is an importont feoture in computer programs os well os an important concept in logic. In this module the distinction between unconditionol and conditionol branching is mode. This module is designed to follow the use of Charting a Path.

In the first lesson the GOTO statement is introduced os an unconditionol woy of bronching in a computer program. A second lesson introduces the IF/THEN statement os o form of conditionol bronching bosed on logicol discussions. The function of both stotements is explored using o flowchort ond by running simple programs on the GLASS COMPUTER. Students are given examples of programs using GOTO ond IF/THEN ond octivities in which they write progroms using these stotements.

No. I-115 IBM 128K Diskette & Bockup with 33-poge Teacher's Guide $36.00

EXPERIENCING PROCEDURES

(Grodes 6-9)

This module is designed to be a student's first introduction to computer progromming. Learning to orgonize o program into o set of procedures not only introduces good progrom design but olso good problem-solving skills. With FLY, a simple graphics-oriented longuoge, students con write procedures to create geometric objects on the screen. This introduction to procedures con then be transferred to the leorning of other computer languoges.

No. I-108   IBM 128K Diskette & Bockup with 64-page Teocher's Guide . . . $36.00

EXPERIENCING PROCEDURES

mathematics

GRAPHING

(Grades 6-9)

Graphing introduces graphics programming on the computer through the use of ordered pairs with both positive and negative numbers. The computer graphics screen is compared to a map. Students use the computer to review ordered pairs, to plot lines on a coordinate system, and to plot simple graphic figures. The central idea of the package is to show how ordered pairs are used in creating computer graphics.

The students can use worksheets generated with the QUOTES program to test their ability to use coordinates to locate letters in a quotation or message. In HURKLE, a creature hides on a number line or a specific grid. The students enter locations on the line or coordinates on the grid and the computer gives clues to help them locate the creature. NOMAD requires students to give coordinate points that appear as street intersection as they try to reach Gramma Namad's house.

No. I-109   IBM 128K Diskette & Backup with 46-page Teacher's Guide . . . $36.00

PROBABILITY

(Grades 6-9)

The study of probability is greatly enhanced by using a computer. Previously, one could only talk about the outcome of flipping a coin 1000 or 10,000 times. The computer, however, can easily simulate probabilistic events, producing the outcome within seconds. Also, where it is necessary to examine a listing of all possible outcomes for a particular random experiment, the computer can accurately prepare such a listing and can identify all of the favorable outcomes.

The FLIPPING A COIN, ROLLING A DIE, and SUM OF TWO DICE programs illustrate the large number and multiplication principles of probability. A probability worksheet and quiz are contained in the support manual.

No. I-113   IBM 128K Diskette & Backup with 41-page Teacher's Guide . . . $36.00

NUMBER SYSTEMS

(Grades 6-9)

Methods of counting are a common topic in junior high level mathematics classes. Teachers have found, however, that a practical value for alternative number systems has been difficult to demonstrate. Modern digital computing, which depends on the binary number system, demonstrates the practical value of alternate number systems. Through teacher presentations, participation in a human computer activity, and practice exercises, students gain an understanding of the binary system and its relationship to the way a computer processes information. Two other important number systems, hexadecimal and octal, are presented as alternative methods for representing binary numbers.

No. I-110   IBM 128K Diskette & Backup with 60-page Teacher's Guide . . . $36.00

PRIME NUMBERS

New

(Grades 7-9)

Prime numbers have many uses in mathematics and, of these, prime factorization is thought by many people to be the most important.

I get: 1 2 3 4 6 8 12   24

This package demonstrates the use of the computer as a tool in the study of mathematics. Students are encouraged to hypothesize about the nature of the prime number series and test these hypotheses on the computer using the PRIMES, TAU, and PRIME FACTORS programs. The concept of algorithms is introduced both in a computer program and in the method used to determine primes. In the FACTOR FIEND program, the students' ideas about prime factors and prime numbers are challenged in a game-like competition.

No. I-119   IBM 128K Diskette & Backup with 38-page Teacher's Guide . . . $36.00

53

(Grades 6-9)

This package provides students with the opportunity to practice their estimation skills using the programs on the diskette.

As computers and calculators become more available, the need for estimation skills has become more and more necessary. Human error --such as faulty programming or inputting--can result in computers and calculators coming up with the wrong answer. As a result, students should be able to make mental calculations to check the results. Or, when shopping, they may want to be able to estimate the bill before reaching the cashier and finding out they are short of cash!

The activities in this package include an introduction to estimating whole numbers and decimals and to estimating money in a shopping situation.

No. I-125   IBM 128K Diskette & Backup with 41-page Teacher's Guide . . . $36.00
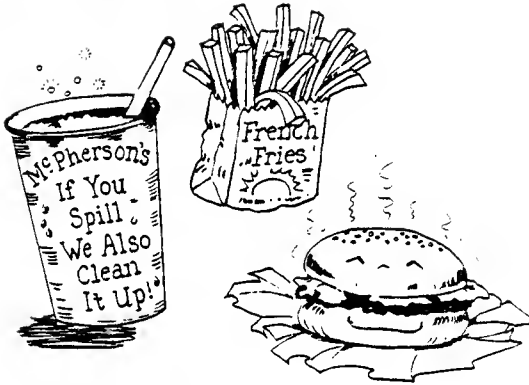
science

MEASUREMENT

(Grades 6-9)

This module is designed to introduce students to the concept of scientific measurement by comparing student reaction time to the speed of the computer. This relationship is demonstrated by comparing the differences in input and output rates of humans vs. computers. Students use the microcomputers to measure reading speeds (input rate) and typing speeds (output rate), comparing them to those of computers.

No. I-112   IBM 128K Diskette & Backup with 38-page Teacher's Guide . . . $36.00

NUTRITION AND FOOD GROUPS

(Grades 6-9)

The aim of nutrition education is to establish good habits which will result in wise food selections. Today, the computer has the capability of providing consumer information, analyzing the nutrient content of foods, calculating food costs, and aiding the user in grocery shopping and menu and budget planning. Increased use of computers in the nutrition field has the potential for providing significantly improved methods of farming and for increasing overall food production.

This module inlcudes a "Lunch in the Computer Cafeteria" food selection activity, a "Nutri-Bingo" game, and a homework assignment. All of these activities are designed to teach about the nutrient content of food, to review food groups, and to demonstrate the importance of making good food choices.

No. I-111   IBM 128K Diskette & Backup with 42-page Teacher's Guide . . . $36.00

MODELING

New (Grades 7-9)

Much of what scientists believe to be true about the world cannot be seen directly. We can't see an atom, or heat, or the "stuff" that makes up light. Scientists, therefore, develop models as useful ways of thinking about these invisible things.

Modeling develops the concept of a model by using the BLACK BOX I and BLACK BOX II programs in Lesson One. In the second lesson, students will use the SUMER program to develop an understanding of how an exponential model may describe population growth. Finally, students experiment with the trajectory of flying objects, using the DART GUN program to calculate the distance that the objects will fly. By observing the differences between calculated and experimental distance, students can observe the need for change and refinement of the model.

No. 1-114   IBM 128K Diskette & Backup with 49-page Teacher's Guide $36.00

MICROELECTRONICS

New (Grades 7-9)

Digital watches, electronic video games, and pocket calculators are just a few of the products of the "microelectronics revolution." The invention of the integrated circuit has greatly altered the capabilities of computers. Today the microcomputer is available on a scale suitable for home and business use.

Microelectronics introduces the elementary concepts of microelectronics to students. The first lesson focuses on the changes in the development of electronic circuitry from the vacuum tube to the transistor. The second lesson examines the development of the integrated circuits and their importance to the development of the computer. In the third lesson, the students will use the CIRCUITS program to explore how electronic switches can be involved in logical decision making.

No. 1-120   IBM 128K Diskette & Backup with 52-page Teacher's Guide $36.00

CLASSIFICATION

New (Grades 7-9)

Classification is an important process in science because it aids in organizing and making sense out of large bodies of information. As the amount of information increases, our ability to handle it effectively decreases. Fortunately, however, computers can greatly aid our use of such information.

This program enables you to organize and classify information.

Classification uses the database inquiry program, DATA MANAGER, to enter, search, and sort data and to generate reports. Both the process and results of this activity are closely related to the process of scientific classification.

No. 1-118   IBM 128K Diskette & Backup with 45-page Teacher's Guide $36.00

SIMULATIONS

New (Grades 6-11)

Many learning situations are not suitable for students to experience directly. Because of cost, safety, time, or the ability to observe small or distant events, it may be preferable to simulate these situations in some manner. The computer can produce simulations of real-life events so students can experience the events indirectly.

The Simulations package introduces the concept of simulations through the use of two programs. CHARLES' LAW simulates a laboratory experiment in which the changes in the volume of a gas are observed as it is subjected to temperature changes. ODELL LAKE simulates a food chain involving six different fish and several other organisms found in a lake in the Cascade Mountains.

No. 1-121   IBM 128K Diskette & Backup with 43-page Teacher's Guide $36.00

IBM

55

social studies

COMPUTERS IN GOVERNMENT

(Grades 6-9)

This package introduces students to ways computerized information is collected, stored, ond used by the government. Students examine the vorious kinds of information collected by government agencies and use computer programs to onalyze demogrophic data similar to thot used by government ogencies.

Bosed on 1980 U.S. census data, the four programs in Computers in Government provide simulotions which monitor o country's populotion over time. The population variables used in two of the progroms can be oltered by the student to dertermine the voriables' impact on future populations.

No. 1-105 IBM 128K Diskette & Bockup with 49-page Teacher's Guide . . . $36.00

POLLS AND POLITICS

New

(Grades 9-12)

Governments ond politicions hove always been interested in finding out obout opinions ond reactions to vorious issues. The politicol system must be oble to meet ond onticipote people's needs if it is to survive. Elected officials must olso have some sense of what people think and feel if they ore to remoin in office. This is especiolly true in a democracy becouse officiols must stond the test at the bollot box.

Polls ond Politics introduces the student to political polls, their history, ond politics, ond the criterio needed to judge them. This unit olso shows how computers hove become a key component in polling techniques. Not only will students read obout computer usage, but they will use the DEFINE, ENTER, and COUNT programs to creote ond onolyze survey data.

No. 1-116 IBM 128K Diskette & Backup with 52-page Teacher's Guide $36.00

ELECTRONIC MONEY

(Grodes 6-9)

The Electronic Money package is divided into two lessons. Lesson One guides the students through a short history of money. This brief study emphosizes money's function ond its ever-chonging forms. Lesson Two involves the students in the use of a computer program colled ELECTRONIC MONEY. Using this progrom, the students simulote the use of electronic money transfers to monoge an ordinary family budget.

No. 1-107 IBM 128K Diskette & Backup with 44-page Teocher's Guide . . . $36.00

COMPUTERS IN OUR DAILY LIVES

New

(Grodes 7-9)

Our society is becoming increosingly dependent on computers. Mony aspects of our doily lives ore influenced by the use of this powerful technology. Computers ore changing the woy we live. Students need to understond the role of computers in society today ond how the opplication of computer technology will offect their future. In this sense, the study of the social impoct of computers is on appropriote part of a sociol science curriculum. By learning obout the role of computers in society, the student goins on understonding of this sociol phenomenon and also becomes better prepored to control ond personolly benefit from computer technology.

Computers in Our Daily Lives examines how computers influence students' lives with or without their octive involvement with such mochines. This package contoins three lessons. The first lesson focuses on o student's unconscious involvement with computers during one typical doy. The second lesson explores one family's use of o home computer ond uses the IBM FEATURES progrom to demonstrate some of the PC's ond PCjr's copabilities. In the finol lesson the students use the MUSIC COLLECTION progrom to search for ond locote items quickly within o dotabase.

No. 1-117 IBM 128K Diskette & Bockup with 43-poge Teacher's Guide $36.00

school utilities

READABILITY

New

Determining the readability level of printed material as part of textbook selection is a time-consuming task. Now you can use the computer to analyze a text sample quickly to determine the readability level. TEXT EDITOR enables you to enter, edit, and store on a separate data diskette text passages of approximately 100 words. READABILITY ANALYSIS enables you to determine the readability level of a passage using one or more of a variety of analysis methods. Use of a printer is optional, but having a printout of the sample material and readability analysis provides a convenient reference tool.

No. I-201   IBM 128K Diskette & Backup with 40-page Support Manual $44.00

DATA HANDLER

New

Data Handler is a simple, flexible, user-friendly, data entry/retrieval system which enables you to build, modify, retrieve, store, and print data. The Data Handler system is completely menu-driven. You define the names and lengths for the data elements and can eliminate having to enter duplicate data by defining "default values" for any elements. You can also search and sort on any data elements. Data Handler can be used to produce Student, Inventory, Employee, and School District Information, Mailing Labels, and many other items.

Each data diskette has the capability of storing either 1050 records with a maximum record length of 126 characters or 525 records with a maximum length of 254 characters. Finally, you can design and print reports and labels according to your needs. Equipment requirements include a 128K IBM PC, two disk drives, and a printer.

No. I-129   IBM 128K Diskette & Backup with 70-page Support Manual $49.00

teacher utilities

PUZZLES AND POSTERS

New

Construct puzzles and posters to fit individual and group needs. Use CROSSWORD to create and edit word lists and to print crossword puzzles from those lists. Use WORD FIND to create and edit word lists and to print word search puzzles from those lists. Both programs require a data diskette for word list storage. Use BLOCK LETTER to print along the vertical axis of the paper messages that you create. All three programs require a printer.

No. I-203   IBM 128K Diskette & Backup with 43-page Support Manual $44.00

TEACHING ASSISTANT

New

(Grade 4-College)

Create, edit, and store sets of question and answer exercises in any subject area and at any grade level with the REVIEW LOAD program. Exercises can be written in a variety of formats: multiple choice, short answer, or true-false questions. You can then print these exercises as tests or worksheets with the TEST GENERATOR program. You can also provide students with interactive drill on the exercises with the REVIEW program. With the REVIEW REPORT program, you can record students' scores from the REVIEW program.

The Teaching Assistant support manual contains a sample set of questions and answers to show the variety and type of question formats you can use. All of the programs in Teaching Assistant require a data diskette. The TEST GENERATOR program requires a printer.
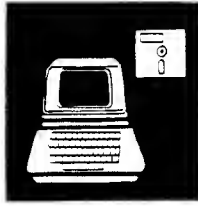
No. I-204   IBM 128K Diskette & Backup with 43-page Support Manual $44.00

57

commodore

THE FRIENDLY COMPUTER

(Primary)

>New<

This pockoge contoins five progroms thot introduce young students to the Commodore 64 computer. KEYBOARD introduces students to the locotions of the keys on the Commodore keyboord. ZEBUG uses o gome formot to provide students with proctice in locoting the keys. TERM WORM grophicolly displays the mojor components of o computer system. PICTURE ollows students to creote drowings using single keystroke commonds. The pictures moy be soved on the diskette ond loter shown by the PICTURE SHOW progrom.

The support monuol contoins student hondouts thot complement the vorious progroms. These hondouts moy be ossembled into o booklet for student use.

No. C-116 Commodore 64K Diskette & Bockup
with 70-poge Support Monuol . . . . .
. . . . $46.00

EXPERIENCING PROCEDURES

(Grades 6-9)

>New<

Experiencing Procedures is designed to be o student's first introduction to computer progromming. Leorning to orgonize o progrom into o set of procedures not only introduces good progrom design but olso good problem-solving skills. With FLY, on eosy-to-leorn,

—BUZZZ

grophics-oriented longuoge, students con write procedures to creote geometric objects on the screen. This introduction to procedures con be tronsferred to the leorning of other computer longuoges.

No. C-501 Commodore 64K Diskette & Bockup
with 65-poge Teocher's Guide . . . .
. . . . $36.00

Technical Information

Commodore

All software is distributed on diskettes and is designed to operate on all Commodore 64 microcomputers with at least 64K memory. Commodore® is a registered trademark of Commodore Business Machines, Inc.

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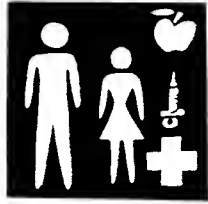
health and nutrition
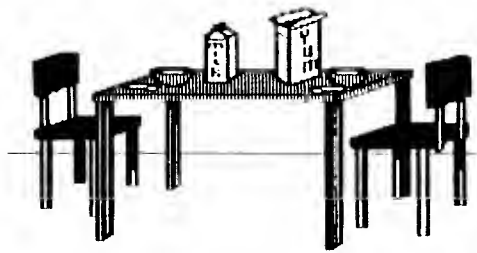
FOOD FACTS

(Junior High-Adult)

These programs are high-interest information retrieval activities which draw upon students' personal food habits and basic knowledge of nutrition and dietary requirements. Students investigate the composition of foods and the nutritional content of foods.

CEREALS uses color graphics to provide information on sugar content of 80 cold cereals. CHEMICALS IN FOODS tests a student's ability to identify common foods through their ingredients. In FAST FOODS the student selects a menu from a fast-food restaurant and sees how long it takes to burn up those calories in various physical activities. In FOOD GRAPHS students may select from 63 common foods to find the RDAs in each of eight nutrients. VITAMINS tests students on their knowledge of fat- and water-soluble vitamins.

No. C-119 Commodore 64K Diskette & Backup with 59-page Support Manual $46.00

language arts

WORD GAMES

(Grades 1-6)

Three programs on the Word Games diskette add interest and motivation to working with words. Using a game format, the programs employ techniques of visual recall, logical guessing, and word association to identify a keyword. In RECALL, a word is flashed on the screen for recall and correct spelling. SCRAMBLE randomizes the sequence of letters in a word to be unscrambled. GUESS WORD presents a series of dots in place of letters and a clue to help identify the word to be guessed. In EDITOR, teachers create spelling or vocabulary lists for an individual student or group of students and can change entries easily as learner needs change.

No. C-103 Commodore 64K Diskette & Backup with 30-page Support Manual $44.00

SPELLING BEE

(Grades 3-7)

Spelling Bee is a drill program for introducing or reinforcing spelling and vocabulary. The four hundred keywords and sentences from a recognized reading series are listed in the support manual along with instructions for modifying the drills. Drills can be taken timed or untimed. If timed, a small bee appears on the bottom left of the screen and moves toward a flower on the right of the screen. Also, an easy editor program allows teachers to modify the existing drills, create new drills, and set the maximum time a student has to answer.

No. C-106 Commodore 64K Diskette & Backup with 43-page Support Manual $44.00

+68=9 √9 mathematics

METRIC MATHEMATICS

(Grades 4-6)

This diskette provides programs that encourage students to become familiar with the metric measurement system. In METRIC ESTIMATE, students estimate the length of line segments using measurements of centimeters and millimeters. In METRIC LENGTH, students convert measurements from one metric unit to another. METRIC 21 is a game similar to Blackjack where students approximate the length of lines in terms of metric units. Handout pages for student use are available in the support manual.

No. C-101 Commodore 64K Diskette & Backup
with 20-page Support Manual . . . . .
. . . . $44.00

BASIC ARITHMETIC

(Grades 2-6)

Basic Arithmetic contains six programs that provide practice in arithmetic skills. The programs are designed for use at the elementary level but can also provide remedial work for older students.

BASE TEN drills on multiplication of multiples of ten and decimals as well as basic multiplication facts. MATH GAME and SPEED DRILL provide whole number exercises in all four arithmetic operations. ROUND and ESTIMATE involve rounding whole numbers and using rounded numbers to estimate answers to arithmetic exercises. CHANGE allows the student to role-play a cashier and practice giving correct change. The support manual contains handout pages for the student's use.

No. C-102 Commodore 64K Diskette & Backup
with 44-page Support Manual . . . . .
. . . . $44.00

ELEMENTARY MATH LOGIC

(Grades 1-6)

Elementary Math Logic consists of four educational games. BAGELS is a game of logic where students use clues to guess a number selected by the computer. HURKLE can be used to teach coordinate systems, direction, and point location. NUMBER is a game where students use clues to guess a number within a limited range. TAXMAN teaches about the factors of a number and prime numbers. Handout pages for student use are available in the support manual.

No. C-120 Commodore 64K Diskette & Backup
with 29-page Support Manual . . . . .
. . . . $44.00
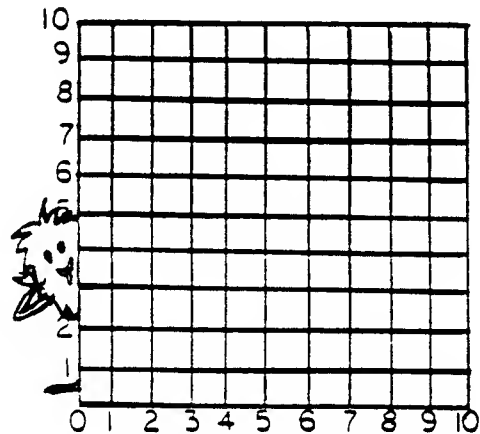
ELEMENTARY MATH LOGIC

COUNTING

 (Grades K-2)

Counting provides young learners with extra practice on primary arithmetic skills. Students need not be able to read in order to use these programs. SMILE and WUZZLE provide practice in counting identical objects totaling one through nine. SPACESHIP and SAUCER SHOOT provide practice in adding identical objects. SMILE MORE provides practice in counting objects using the numbers ten through twenty. RETURN OF THE WUZZLE provides practice in counting objects when two groups of objects are shown.

No. C-107 Commodore 64K Diskette & Backup
with 24-page Support Manual . . . . .
. . . . $41.00

ADVENTURES WITH FRACTIONS

 (Grades 5-8)

Students learn two methods of ordering unlike fractions in interactive tutorials incorporating graphics and animation. The common denominator approach and the cross-products method are both presented. In a lively game with color graphics and sound, students practice ordering fractions as they try to collect gold coins to RANSOM the young prince while encountering helpful and harmful monsters. A Teacher Option selects the difficulty level of the game.

Support material includes a pretest, a post-test, worksheets, a practice puzzle, and a score sheet.

No. C-117 Commodore 64K Diskette & Backup
with 46-page Support Manual . . . . .
. . . . $45.00

GRAPHING

 (Grades 7-Higher Education)

Graphing consists of five programs designed for use in a variety of mathematics classes. In SLOPE, students are able to investigate relationships between linear equations by entering up to five equations and seeing their graphs plotted on the screen. Using POLAR, students can examine polar coordinate equations and their graphs without tedious point-by-point plotting. POLYGRAPH allows students to plot quadratic, conic, and other equations commonly used in algebra, trigonometry, analytical geometry, and physics. In the educational game SNARK, students develop strategies for locating a "snork" while they practice constructing circles on a coordinate system. RADAR is a simulation in which students attempt to catch a runaway ship with a rescue boat. Students use angles of 0° to 359° to steer the rescue boat on a simulated radar screen.

No. C-111 Commodore 64K Diskette & Backup
with 56-page Support Manual . . . . .
. . . . $45.00

ADVENTURES WITH FRACTIONS

music

MUSIC: RHYTHM

(Beginning-Advanced Music Students)

Music: Rhythm is one of four packages designed to teach music theory. The four packages can be used singly or in a combination to provide practice at successive levels of difficulty. The support manual provides one possible sequence of instruction for using the programs on the four diskettes. The COUNTING program has students complete a measure with the correct note type. In the RHYTHM program students match played rhythm patterns with the measure that is displayed on the screen. In RHYTHM PLAY, students use the "N" key to tap the rhythm pattern that is displayed.

No. C-110 Commodore 64K Diskette & Backup
        with 27-page Support Manual . . . . .
        . . . . $43.00

MUSIC: TERMS AND NOTATION

(Beginning-Advanced Music Students)

Music: Terms and Notation is one of four packages designed to teach music theory. The four diskettes can be used singly or in a cambination ta pravide practice at successive levels of difficulty. The support manual provides one possible sequence af instructian for using the pragrams on all four diskettes. Four programs on the Music: Terms and Notation package present music notation using graphics identification, enharmonic equivalents, and key signatures. A fifth program, INTRODUCTION TO TERMS, cantains 57 music terms divided into three levels of difficulty.

No. C-113 Commadare 64K Diskette & Backup
        with 48-page Support Manual . . . . .
        . . . . $45.00

MUSIC: SCALES AND CHORDS

(Beginning-Advanced Music Students)

Music: Scales and Chords is one of four packages designed to teach music theory. The four packages can be used singly or in a combination to provide practice at successive levels of difficulty. The support manual provides one possible sequence of instruction for using the programs on all four diskettes. WHOLE-HALF and FIND THE HALF provide drills to differentiate whole and half steps between notes. TRIADS provides practice in the aural recognition of triads. In SCALES, students identify major and minar scales, as well as four modes. SEVENTHS provides practice in identifying seventh chords.

No. C-115 Commodore 64K Diskette & Backup
        with 40-page Support Manual. . . . .
        . . . . $44.00

MUSIC: PITCH

(Beginning-Advanced Music Students)

Music: Pitch is one of four packages designed to teach music theory. The four packages can be used singly or in a combination to provide practice at successive levels of difficulty. The support manual provides one possible sequence of instruction for using the programs on all four diskettes. AURAL INTERVALS and VISUAL INTERVALS include drills on aural and visual recognition of intervals. In WRONG NOTE students must determine a wrong note in a musical pattern; in MISSING NOTE students complete a measure of music with the correct note.

No. C-121 Commodore 64K Diskette & Backup
        with 32-page Support Manual. . . . .
        . . . . $43.00

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social studies

EXPEDITIONS

New

(Grades 3-7)

The three simulations in the Expeditions package allow students to make and test decisions as they assume the roles of frontier Americans during three historical periods. The FURS program simulates fur trade in eastern North America in the 1770s. OREGON simulates a trip by covered wagon from Independence, Missouri, to Oregon City, Oregon, in 1847. VOYAGEUR simulates the transportation of furs by canoe in northern Minnesota and southern Ontario in the early 1800s.

No. C-108 Commodore 64K Diskette & Backup
with 63-page Support Manual . . . . .
. . . . $46.00

teacher utilities

PUZZLES AND POSTERS

New

Three easy-to-use programs on the Puzzles and Posters diskette allow teachers to design and produce puzzles and posters. The WORD FIND program can generate word find puzzles from o list of words supplied by the teacher. The CROSSWORD program can generate crossword puzzles using the teacher's clues. The BLOCK LETTERS program can be used to create banners. A printer is needed to use this package.

No. C-118 Commodore 64K Diskette & Backup
with 36-page Support Manual . . . . .
. . . . $44.00

GEOGRAPHY

(Grades 4-10)

Geography provides extra drill and practice or self-paced study for students learning world and United States geography. Students learn the characteristic shapes of states from the graphic maps used in STATES and CAPITALS. Students also learn a state's associated geographic region, as well as its capital city. CONTINENTS helps students ossociate 91 countries with the continent on which they are located. COUNTRIES provides a drill on the capital cities of these countries.

No. C-104 Commodore 64K Diskette & Backup
with 37-page Support Manual . . . . .
. . . . $44.00

THE MARKET PLACE

New

(Grades 3-8)

The four programs in The Market Place help illustrate elementary concepts in economics. The programs allow students to make and test decisions as they control business ventures. Each simulation focuses upon different aspects of the economics market place. In SELL APPLES, the student attempts to determine the best price for selling apples based on the number sold. The SELL PLANTS program emphasizes the function of advertising. In SELL LEMONADE, students must make decisions similar to those they would make running a real lemonade stand. The SELL BICYCLES program examines the concept of supply and demand.

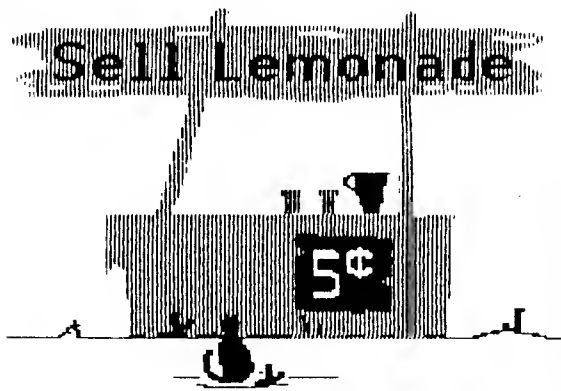No. C-109 Commodore 64K Diskette & Backup
with 51-page Support Manual . . . . .
. . . . $45.00

MARKET PLACE

Two products to help improve your use of MECC Atari courseware.

THE MECC BOOK FOR THE ATARI - 1984

This updated guide to the MECC courseware collection assists educators in selecting materials to fit their specific needs. Courseware for the Atari computer is indexed by program title, by curriculum area, and by grade level. These indexes direct the reader to more complete information on each program. By using The MECC Book for the Atari, the topic, grade level, reading level, educational objectives, and a brief description of each program on any diskette are easily obtained.

No. 1005 Book (107 pages) $10.00

INSTRUCTIONAL COMPUTING DEMONSTRATION

Using a computer in the classroom was once a concept of the future, but now computers are found in classrooms at all levels. Their continued presence seems assured. As computer awareness grows among students, parents, teachers, and administrators, so does the need to know how computers can contribute to education.

The Instructional Computing Demonstration package is designed to aid in giving a series of brief demonstrations illustrating the use of the Atari computer in instruction. Programs on the diskette were selected from the MECC series of Atari diskettes. The programs are grouped into categories which illustrate ways programs can be used in an instructional setting, such as in large groups, small groups, and individually.

This package provides an opportunity to preview MECC's Atari products and introduces educators to using computers in the classroom.
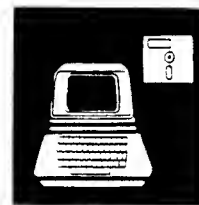
No. 1201 Atari 48K Diskette & Backup with 36-page Support Manual . . . $44.00

Technical Information

Atari

All software is distributed on diskettes and is designed to operate on the 400, 800, 600XL, 800XL, or 1200XL computers with 48K memory and Atari BASIC in the cartridge. Atari® is a registered trademark of Atari, Inc.

atari

computer literacy/ computer science

PROGRAMMER'S AID VOLUME I (ATARI VERSION)

(Advanced Programming)

This package of eight professional utilities can make powerful programming simple.

START is a collection of standard routines for diverse purposes, such as program initialization, dollar formatting, joystick input, and disk I/O. These routines provide a framework for BASIC programs. INPUT is an easy-to-use subroutine that allows you to restrict input to certain types: alpha-numeric, integer, or floating point. INPUT works through normal Atari input statements. OBJLOAD loads object code binary files from the diskette into Atari memory. RELLOAD works with machine language files which are relocatable. Binary files which formerly had to be loaded at a fixed address can now be loaded anywhere.

With FFS (Fast Font Switch), a programmer can display up to six different colors and character sets on the screen at one time. GCH enables you to print text in graphics modes six, seven, and eight. MIKI permits user input with minimal keystrokes and is useful when the number of possible responses is limited. AUTORUN will cause a diskette to run a program automatically upon turning on the system.

The support manual is essential in using this diskette.

No. 1215   Atari 48K Diskette & Backup with 58-page Support Manual . . . $48.00

ATARI FONT EDITOR (AFE)

(Intermediate-Advanced Programming)

The font editor for the Atari is a general-purpose package that allows more than just the editing of individual characters. In addition to font and character image editing, AFE has the following characteristics:

- ease of use--all cursor movement is joystick-controlled;
- merge mode--allows movement of characters and character blocks between fonts; and
- simple editing of blocks of characters.

No. 1220   Atari 48K Diskette & Backup with 43-page Support Manual $45.00

atari

language arts

PREFIXES

(Grodes 2-4)

In the five tutoriol progroms presented, students leorn the prefixes un-, re-, dis-, in-, ond pre- and their meonings. They ore tought to distinguish the raot ward from the prefix and ta comprehend the meoning through the context af the sentences. Activities that test the students' understonding of the prefixes ore olso included. Two other pragroms review the meaning af the prefixes through the use af o rephrase. Captivating graphics and color are used ta enhance these languoge orts pragroms.

Na. 1209 Atari 48K Diskette & Bockup with 64-page Support Manuol . . . $44.00

WORD GAMES

(Grodes 1-6)

Three programs on the Word Gomes diskette add interest ond mativotian to warking with words. Using a gome format, the programs employ techniques af visual recoll, lagical guessing, ond word association to identify o keyword. A ward is floshed an the screen for recall and correct spelling in RECALL. SCRAMBLE rondamizes the sequence of letters in a ward ta be unscrambled. GUESS WORD presents a series af dots in ploce of letters ond o clue to help identify the word ta be guessed. Keywords ore supplied by the teacher in the fourth program on the diskette, LIST MAKER. Using LIST MAKER, teachers create spelling or vocabulory lists for an individuol student or group af students and can chonge entries easily as learner needs chonge.

No. 1212 Atori 48K Diskette & Bockup with 44-page Support Monuol . . . $44.00

PRE-READING

(Preschool-Grode 2)

This unique six-port primory diskette adds fun ond mogic to teoching pre-reoding skills. Yaungsters learn letter recagnition ond alphabeticol ordering in CATERPILLAR ond TRAIN. Initiol consanant identificotion is covered in FIRST LETTER.

PICTURES, WORDS, and SHAPES chollenge the memory of young leorners in foscinating gomes of concentrotion.

No. 1213 Atari 48K Diskette & Backup with 51-page Support Manuol . . . $44.00

SPELLING BEE

(Grodes 3-7)

Spelling Bee is a drill progrom for introducing or reinforcing spelling and vocobulary. The 400 keywords and sentences from o recognized reading series are listed in the support manuol olang with instructions for modifying the drills. Drills con be taken timed ar untimed, and the maximum time given o student to onswer con be set by the teacher. An eosy editar also ollows teachers to modify the existing drills ar creote new drills of their awn.

No. 1217 Atori 48K Diskette & Bockup with 32-poge Support Manuol . . . $44.00

mathematics

METRIC AND PROBLEM SOLVING

(Grades 2-6)

This diskette provides programs that encourage students to became familiar with the metric system. It olsa includes educatianal games that review o variety of mothemotical cancepts. METRIC ESTIMATE, METRIC LENGTH, ond METRIC 21 provide drill and practice in working with metric units, estimation, ond conversion. BAGELS is a gome of logic, while HURKLE con be used for teoching caordinote systems, direction, ond point locotian. NUMBER is o gome af lagic thot uses vorying ranges of numbers, while TAXMAN teaches obout foctars af o number ond prime numbers. Hondout poges for use with students ore ovoiloble in the support monual.

Na. 1204   Atori 48K Diskette & Bockup with 53-poge Support Monuol . . . $46.00

GRAPHING

(Grodes 7-12)

Grophing consists of six progroms designed for use in o voriety af mathemotics classes. SLOPE, POLYGRAPH, and POLAR ore problem-salving pragroms that enable students to investigate relotionships between equotians ond their graphs without tedious point-by-point plotting. Students develop strotegies far lacoting o "snork" while procticing constructing circles on o coordinote system in the educotional gome SNARK. RADAR ond ICBM are simulotions af the interoctian of two missiles. In RADAR, the pasitians of the missiles ore shown an a simuloted rodar screen, while in ICBM the missiles' heodings ore given as narth ond east coordinates.

No. 1210   Atori 48K Diskette & Bockup with 68-poge Suppart Monuol . . . $46.00

BASIC ARITHMETIC

(Grades 2-6)

Basic Arithmetic contoins six pragroms thot pravide practice in arithmetic skills. The programs are designed far use ot the elementory level but could olso provide remedial work far older students.

BASE TEN drills an multiplicotion of multiples af ten ond decimols os well os an basic multiplicotion facts. MATH GAME and SPEED DRILL provide exercises in all faur arithmetic operotions with whole numbers. ROUND and ESTIMATE invalve raunding whale numbers and using rounded numbers to estimote onswers to orithmetic exercises. CHANGE ollaws the student ta role-ploy o cashier ond proctice giving carrect change.

The support monuol contoins hondout poges for the students' use.

No. 1205   Atori 48K Diskette & Bockup with 54-poge Support Monuol . . . $44.00

COUNTING

(Grodes K-2)

Counting pravides young leorners with extro practice on primory orithmetic skills. Students need nat be able to reod in order ta motch the three flowers with the numerol 3 an the screen.

Drills begin with simple number pottern recognition and pragress ta caunting in sets af ten. The pragrams can be used effectively for providing either individual practice ar smoll-graup drill.

Na. 1218   Atori 48K Diskette & Bockup with 34-poge Support Manual . . . $44.00

math

music

EARLY ADDITION

(Grodes 1-2)

Early Addition is designed far first ond secand grade students and focuses on whole number addition concepts normolly taught in first and second grode. Early Addition presents motivoting drills by combining problems with graphics which reinforce ond reward correct recoll of moth facts and colculatian af problems. Both verticol and harizontal farmats ore used, and the pragrams ore corefully sequenced in level af difficulty. The sequence of pragrams in this package ore SURPRISE PACKAGE, BUILD AN AIRPLANE, BALLOON SHOOT, CREATE A CREATURE, FIRE FIGHTERS, and FROG RACE. The pockage keeps recards of individual student performance.
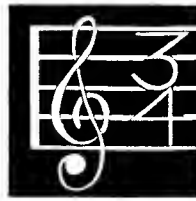
No. 1221   Atori 48K Diskette & Bockup with
           29-page Suppart Manual $44.00

MUSIC I: TERMS AND NOTATIONS

(Beginning-Advonced Music Students)

Music I is the first in o series af three modules for music theory drill ond practice. The three diskettes con be used singly ar in o combinotion to provide practice ot successive levels of difficulty. The support monual provides one possible sequence of instruction for using the pragrams an the three diskettes. Four af the programs on Music I present music notations using high-resolution graphics. Included are drills an note and rest types, enhormonic equivolents, key signotures, and note identification. The TERMS pragram includes 57 musical terms divided into three levels af difficulty. The INTRODUCTION progrom pravides on averview af the computer's capability ta generate music-related saund and graphics.

No. 1203   Atori 48K Diskette & Bockup with
           56-poge Support Manual . . . $46.00

MUSIC II: RHYTHM AND PITCH

(Beginning-Advonced Music Students)

Music II is the second in a series of three modules for music theory drill ond proctice. The three diskettes con be used singly or in o combinatian ta pravide practice of successive levels af difficulty. The support manuol provides ane possible sequence of instruction far using the progroms on the three diskettes. The eight programs on this diskette use either sound or grophics, or both. The programs include drills on rhythm patterns, oural and visuol recognition of intervols, determining a wrong or missing note in o musicol pattern, ond completing o measure of music. The INTRODUCTION program provides on averview of the computer's copobility to generote music-reloted sound ond grophics.

No. 1211   Atori 48K Diskette & Backup with
           62-page Support Monuol . . . $46.00

MUSIC III: SCALES and CHORDS

(Beginning-Advanced Music Students)

Music III is the third in a series af three madules far music theory drill ond practice. The three diskettes can be used singly or in a cambinotian to drill students ot successive levels of difficulty. The support manuol provides one possible sequence of instruction for using the programs on the three diskettes. All the programs on this diskette use extensive sound and grophics to provide a stimuloting opproach to music theory study. WHOLE-HALF ond FIND THE HALF provide drills to differentiote whole ond half steps between notes. Students will olso learn to distinguish different types of scoles and chords in SCALES, TRIADS, ond SEVENTHS. The INTRODUCTION progrom pravides an overview of the computer's copobility to generate music-related sound and grophics.

No. 1206   Atari 48K Diskette & Bockup with
           46-poge Support Monuol . . . $46.00

atari

EARTH SCIENCE

(Grades 5-9)

Students can expand their understanding of earth science concepts through the variety of programs presented in this package. The astronomy topics of distance in space and rotation of constellations are covered by three of the programs. EARTHQUAKES and MINERALS instruct students on calculating the distance to an earthquake epicenter and on identifying 29 common minerals.
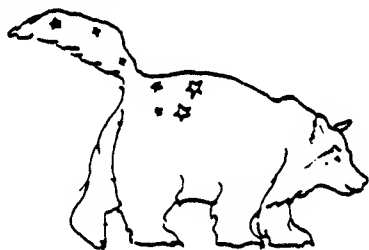
EARTHQUAKES, SOLAR DISTANCE, and URSA ROTATION take advantage of the computer's ability to calculate mathematical relationships, such as seismic waves or interplanetary distances, quickly and accurately.

No. 1207   Atari 48K Diskette & Backup with 53-page Support Manual . . . $46.00

science

ELEMENTARY BIOLOGY

(Grades 1-9)

The special graphics and color used here will be especially helpful in teaching about food chains and circulatory systems. In the drill and practice program CIRCULATION, students are shown the movement of a blood cell throughout the circulatory system of a fish. The relationships in a food chain are discovered when students role-play an animal in either the ODELL LAKE or ODELL WOODS simulation programs. The support manual contains worksheets for use in teaching the food chain relationships.

No. 1202   Atari 48K Diskette & Backup with 54-page Support Manual . . . $48.00

social studies

EXPEDITIONS
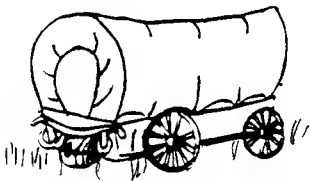
(Grades 5-9)

Three simulations for the history or social studies classroom, FUR TRADE, VOYAGEUR, and OREGON, require students to test the decisions and consider the outcomes, hardships, and successes of three different groups of Americans during three historical periods. Study guides, student worksheets, and background information help round out the experience of the computer programs and complement the ongoing curriculum.

No. 1216   Atari 48K Diskette & Backup with 57-page Support Manual . . . $49.00

GEOGRAPHY

(Grades 4-10)

Geography can provide extra drill and practice or self-paced study for students learning world and United States geography. Students learn the characteristic shapes of states from the graphic maps used in STATES and CAPITALS. Students also learn a state's associated geographic region, as well as its capital city. CONTINENTS helps students associate 86 countries with the continent on which they are located. CAPITALS provides a drill on the capital cities of these countries.

No. 1214   Atari 48K Diskette & Backup with 42-page Support Manual . . . $44.00

atari

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social studies

THE BEST MICRO-COMPUTER SOFTWARE OF THE YEAR

THE LEARNING COMPUTER SOFTWARE AWARDS

THE MARKET PLACE

THE MARKET PLACE

(Grades 3-8)

Graphics help stimulate high interest in this module of four simple business simulations. These programs put the student in the role of decision maker with a variety of choices to evaluate. Each simulation teaches a different aspect of the economic market place. In SELL APPLES the major objective is to determine the best price based on number sold. SELL PLANTS emphasizes the function of advertising. SELL LEMONADE involves all the decisions normally found in running a lemonade stand. SELL BICYCLES deals with the concepts of supply and demand. The support manual provides information necessary to use the diskette effectively in a classroom setting.

No. 1208 Atari 48K Diskette & Backup with 63-page Support Manual . . . $46.00
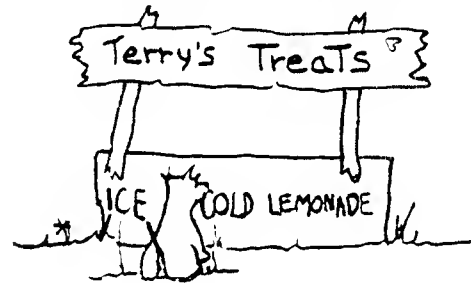
PRACTICE MAKES PERFECT

(Grade 4-College)

Create, edit, and store sets of question and answer exercises in any subject area and at any grade level with the QUESTION MAKER program. Exercises can be written in a variety of formats: multiple choice, short answer, or true-false questions. You can then print these exercises as tests or worksheets with the TEST GENERATOR program. You can also provide students with interactive drill on the exercises with the REVIEW program. The QUESTION MAKER program enables you to see students' scores on the REVIEW program.

The Practice Makes Perfect support manual and the diskette contain a sample set of questions and answers to show the variety and types of question formats you can use.

All of the programs in Practice Makes Perfect require a data diskette. The TEST GENERATOR requires a printer. The REVIEW program can operate on a 16K machine. The QUESTION MAKER and TEST GENERATOR programs require 48K.

No. 1219 Atari 48K Diskette & Backup with 24-page Support Manual . . . $43.00

teacher utilities

CLASSROOM TOOLBOX

Construct puzzles and posters to suit students and occasions. Use PUZZLE MAKER to create and edit crossword and word find puzzles and POSTER and BANNER to print horizontal or vertical block-lettered announcements. A printer is required for this courseware.

No. 1222 Atari 48K Diskette & Backup with 25-page Support Manual $44.00

language arts
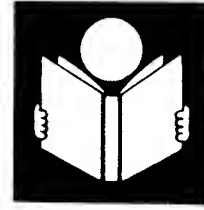
WORD GAMES

(Grades 1-6)

Three programs on the Word Games diskette add interest and motivation to working with words. Using a game format, the programs employ techniques of visual recall, logical guessing, and word association to identify a keyword. In RECALL, a word is flashed on the screen for recall and correct spelling. SCRAMBLE presents a keyword whose letters are "scrambled" into a new sequence. The student has four chances to arrange the letters into the correct sequence. GUESS WORD presents a clue and a series of dots in place of the letters of a keyword. The student enters letters to determine the keyword. Keywords are supplied by the teacher in the fourth program on the diskette, EDITOR. Using EDITOR, teachers create spelling or vocabulary lists for an individual student or group of students and can change entries easily as learner needs change.

No. R-102 TRS Model III or Model 4 48K
Diskette & Backup with 34-page
Support Manual $44.00
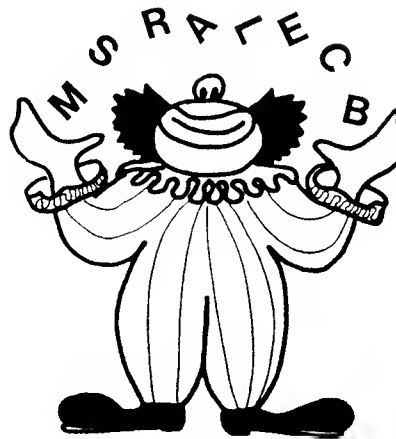
WORD GAMES

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radio shack model III/4

Technical Information

Radio Shack Model III/4

All software is distributed on diskettes and is designed to operate on either the Radio Shack Model III or Model 4 Computers with at least 48K memory. Radio Shack® is a registered trademark of Tandy Corporation.

math

BASIC ARITHMETIC

(Grades 2-6)

Basic Arithmetic contains four programs that provide practice in arithmetic skills. The programs are designed for use at the elementary level but can also provide remedial work for older students.

While guiding a spaceship through a hazardous galaxy, students using BASE TEN can practice the multiplication of multiples of ten, decimals, or whole numbers from zero to nine. MATH GAME provides whole number exercises in all four arithmetic operations and keeps score for up to 35 players. In SPEED DRILL, students use whole numbers in working with all four arithmetic operations and teachers can set time limits on the presentation of problems. ESTIMATE involves rounding whole numbers and using rounded numbers to estimate answers to arithmetic exercises. The support manual contains worksheets for the students' use.

No. R-101 TRS Model III or Model 4 48K
　　　　Diskette & Backup with 35-page
　　　　Support Manual $44.00

> **Materials for**
>
> **School District**
>
> **Planning!**
>
> **See page 83.**

social studies

EXPEDITIONS

New

(Grades 3-7)

The three simulations in the Expeditions package allow students to make and test decisions as they assume the roles of frontier Americans during three historical periods. The FURS program simulates fur trade in eastern North America in the 1770s. OREGON simulates a trip by covered wagon from Independence, Missouri, to Oregon City, Oregon, in 1847. VOYAGEUR simulates the transportation of furs by canoe in northern Minnesota and southern Ontario in the early 1800s.

No. R-104 TRS Model III or Model 4 48K
　　　　Diskette & Backup with 63-page
　　　　Support Manual $46.00

teacher utilities

PUZZLES AND POSTERS

New

Three easy-to-use programs on the Puzzles and Posters diskette allow teachers to design and produce posters and puzzles. The WORD FIND program can generate word-find puzzles from a list of words supplied by the teacher. The CROSSWORD program can generate crossword puzzles from teacher-supplied words and clues. The POSTER program can be used to create block letter messages. A printer is needed to use this package.

No. R-103 TRS Model III or Model 4 48K
　　　　Diskette & Backup with 32-page
　　　　Support Manual $43.00

language arts

mathematics

PRE-READING

New
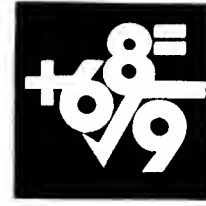
(Preschool-Grade 2)

The use of the six programs in <u>Pre-Reading</u> can add fun to the acquisition of pre-reading skills. Youngsters can practice upper-case letter recognition and alphabetical ordering using CATERPILLAR. TRAIN focuses on lower-case letter recognition and alphabetical ordering. FIRST LETTER presents pictures of objects to help children identify initial letters in words. PICTURES, WORDS, and SHAPES help children exercise recall skills, devise successful game-playing strategies, and identify identical pictures, words, and shapes in games of concentration.

No. R-203 TRS-80 Color 32K Extended BASIC Diskette & Backup with 36-page Support Manual $44.00

GRAPHING

(Grades 7-Higher Education)

<u>Graphing</u> consists of five programs designed for use in a variety of mathematics classes. In SLOPE, students are able to investigate relationships between linear equations by entering up to five equations and seeing their graphs platted on the screen. Using POLAR, students can examine polar coordinate equations and their graphs without tedious point-by-point plotting. POLYGRAPH allows students to plot quadratic, conic, and other equations commonly used in algebra, trigonometry, analytical geometry, and physics. In the educational game SNARK, students develop strategies for locating a "snark" while they practice constructing circles on a coordinate system. RADAR is a simulation in which students attempt to catch a runaway ship with a rescue boat. Students use angles of $0°$ to $359°$ to steer the rescue boat on a simulated radar screen.

No. R-201 TRS-80 Color 32K Extended BASIC Diskette & Backup with 56-page Support Manual $46.00

Technical Information

Radio Shack Color Computer

All software is distributed on diskettes and is designed to operate on all Color Computers with at least 32K memory and Extended Color BASIC. Radio Shack® is a registered trademark of Tandy Corporation.

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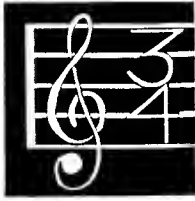
music

MUSIC

(Beginning-Advanced Music Students)

The Music diskette presents five drill and practice exercises for music theory concepts. COUNTING provides drill on time signatures, note types, and counting. WRONG NOTE provides practice in comparing written and audible pitch patterns. MISSING NOTE is an exercise in elementary melodic dictation. In RHYTHM, written and audible rhythm patterns are compared. RHYTHM PLAY allows students to perform written rhythm patterns that appear on the screen. Worksheets for student use are available in the support manual.

No. R-202 TRS-80 Color 32K Extended BASIC Diskette & Backup with 32-page Support Manual $46.00

social studies

MARKET PLACE

(Grades 3-8)

The four programs in Market Place help illustrate elementary concepts in economics. The programs allow students to make and test decisions as they control business ventures. Each simulation focuses upon different aspects of the economic market place. In SELL APPLES, the student attempts to determine the best price for selling apples based on the number sold. The SELL PLANTS program emphasizes the function of advertising. In SELL LEMONADE, students must make decisions similar to those they would make running a real lemonade stand. The SELL BICYCLES program examines the concept of supply and demand.

No. R-206 TRS-80 Color Extended BASIC Diskette & Backup with 49-page Support Manual $45.00

science

EARTH SCIENCE

(Grades 3-12)

The four programs in Earth Science examine a variety of physical phenomena. Using EARTHQUAKE, students locate an earthquake's epicenter in a simulated setting. MINERALS is an aid that helps students identify 29 common minerals. The URSA program teaches the identification of five major constellations of the Northern Hemisphere and provides a simulation that illustrates the use of the constellations for telling time. SOLAR DISTANCE teaches the concept of distance in space by simulating trips to heavenly bodies using various methods of transportation.

No. R-204 TRS-80 Color 32K Extended BASIC Diskette & Backup with 48-page Support Manual $45.00

OUTDOOR BIOLOGY

(Grades 2-9)

Using the two simulations in Outdoor Biology, students take the role of an animal, encounter other organisms, and discover their place in a food web. Students can gain knowledge about competition for food sources, basic predator-prey relationships, and ecological systems. ODELL LAKE simulates the feeding conditions found in a North American lake, while ODELL WOODS simulates feeding conditions found in a forested area surrounding a lake. Worksheets for student use are found in the support manual.

No. R-205 TRS-80 Color 32K Extended BASIC Diskette & Backup with 47-page Support Manual $45.00

74

language arts

PRE-READING

New

(Preschool-Grode 2)

The use of the six progroms in <u>Pre-Reoding</u> con odd fun to the ocquisition of pre-reoding skills. Youngsters con proctice upper-cose letter recognition ond olphobeticol ordering using CATERPILLAR. TRAIN focuses on lower-cose letter recognition ond olphobeticol ordering. FIRST LETTER presents pictures of objects to help children identify initiol letters in words. PICTURES, WORDS, ond SHAPES help children exercise recoll skills, devise successful gome-ploying strategies, ond identify identicol pictures, words, ond shopes in gomes of concentrotion. The progroms on this diskette use the speech copobilities of the Acorn computer.

No. N-101 Acorn 32K Single Computer Version Diskette & Bockup with 38-poge Support Monuol $44.00
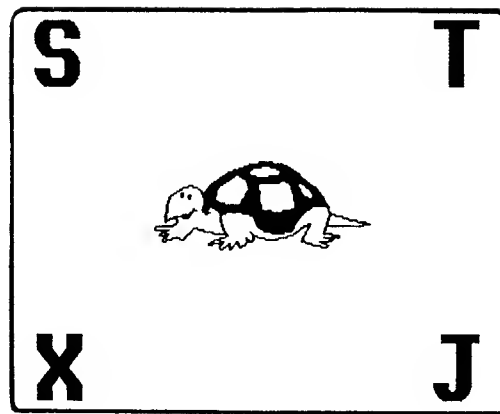
PRE-READING

Technical Information

Acorn

All software is distributed on diskettes ond is available in two versions: one for the stand-alone Acorn computer and the other for the Acorn Econet® (network) system. Both systems require a double-sided 80-track disk drive ond a minimum 32K. Acorn® and Econet® are registered trademarks of Acorn Computers Corporation.

math

music

COUNTING

New (Grades K-2)

Counting provides young learners with extra practice on primary arithmetic skills. Students need not be able to read in order to use these programs.

🐰🐰🐰🐰🐰 🐰🐰🐰🐰🐰	**1 ten**
🐰🐰🐰 🐰🐰🐰🐰🐰	**8 ones**
	18

SMILE and WUZZLE provide practice in counting identical objects totaling one through nine. FIREWORKS and MORE FIREWORKS provide practice in adding identical objects. SMILE MORE provides practice in counting objects using the numbers ten thro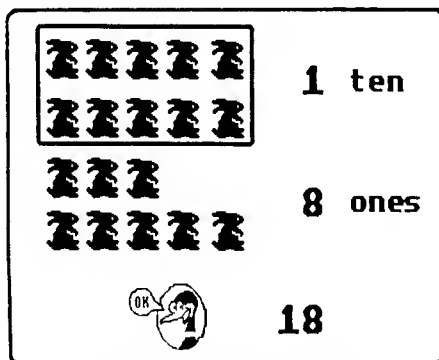ugh twenty. RETURN OF THE WUZZLE provides practice in counting objects when three groups of objects are shown. The programs on this diskette use the speech capabilities of the Acorn computer.

No. N-102 Acorn 32K Single Computer Version Diskette & Backup with 26-page Support Manual $43.00

MUSIC: TERMS AND NOTATION

New (Beginning to Advanced Music Students)

Music: Terms and Notation is one of four packages designed to teach music theory. The four diskettes can be used singly or in a combination to provide practice at successive levels of difficulty. The support manual provides one possible sequence of instruction for using the programs on all four diskettes. Four programs on the Music: Terms and Notation package present music notation using graphics identification, enharmonic equivalents, and key signatures. A fifth program, INTRODUCTION TO TERMS, contains 57 music terms divided into three levels of difficulty.


```
        Problem 1 of 15

       Sharp (#) = f0
       Flat (b) = f1



What is the key signature for this
major key? A

No, A is not correct.  Try again.

     Press SPACE BAR to continue
```
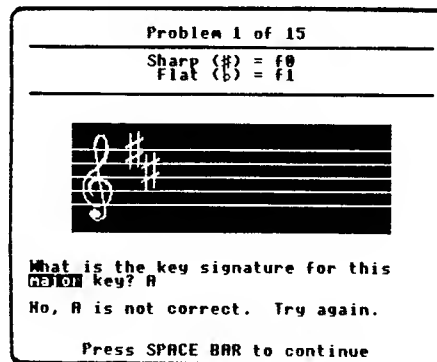
No. N-103 Acorn 32K Single Computer Version Diskette & Backup with 51-page Support Manual $45.00

"MECC is the standard against which others are measured."

--Datamation

acorn
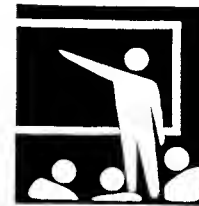
training materials

MECC APPLE DEMONSTRATION

Sample MECC's courseware collection with these eight programs selected to demonstrate instructional uses of the Apple II through a variety of types of programs in many topic areas.

Music theory practice, a drill in industrial arts, a math tutorial, a science simulation, a math game, a language arts materials generator, and a mathematics problem-solving tool make up this package.

This diskette can help introduce teachers, administrators, and parents to instructional uses of computers. The support manual includes suggestions for demonstrating these materials in a workshop setting.

No. A-701 Apple 48K Diskette & Backup with 26-page Support Manual $44.00

COMPUTERS IN THE MATHEMATICS CURRICULUM

(Teacher Training)

These materials are designed for training secondary mathematics teachers to use computers effectively in their classes. The presenter notes, transparency masters, and handout masters provide an overview of a wide variety of computer activities for the secondary mathematics curriculum. The topics covered in the twelve sessions include courseware use, utility software, programming activities, and mathematics and curriculum issues.

A modular format enables trainers to select and arrange the sessions best suited to the teachers' needs. Although the software examples mentioned in this manual are for Apple II computers, the materials can easily be adapted for use with other computers.

No. T-614 Training Manual (201 pages) . . $35.00

COMPUTERS IN TEACHING

(Teacher Training)

This overview of instructional uses of computers uses samples of MECC courseware activities to demonstrate concepts important to teachers. The two-diskette set is designed in a tutorial mode to allow users to pace themselves through the material working alone. Concepts covered include determining learning objectives in courseware, lesson planning, using special options in products, and choosing a classroom strategy for an activity. Computers in Teaching is also very useful as a group training tool to assist in covering fundamental concepts through hands-on work. A quantity discount is offered for purchasing training sets of the product.

No. T-612 Two Apple 48K Diskettes with 8-page User Booklet $30.00

Unit price for orders of ten or more
. . . . $20.00

INSTRUCTIONAL COMPUTING PRESENTATIONS

This "conference in a book" contains the materials needed to do 19 one-hour presentations on a variety of computing topics. Topics covered include selected MECC products such as Teacher Utilities, School Utilities, and Programmer's Aid; computer utilities such as Visicalc, DB Master, and word processing; and programming techniques such as files, graphics, peeks and pokes, shape tables, and music. Seventeen of the topics relate to the Apple II computer, and five topics relate to the Atari 400/800 computers. The book contains sequenced notes for the presenter plus handouts and transparency masters. In addition, two diskettes accompany the book containing demonstration programs that are used in the presentations. Planning formal presentations requires work, even when you know the topic well. This book saves you the work of inventing presentation materials and computer programs. Try it in planning your computing conference!

No. T-654 Apple and Atari 48K Diskettes & Backups with 171-page Training Manual $73.00

USING THE COMPUTER IN THE CLASSROOM (APPLE VERSION)

(Teacher Training)

This comprehensive manual contains instructor notes, transparency masters, and student handout masters for teaching educators a complete introductory course in classroom computing. The material is sufficient for a course consisting of six 150-minute sessions. However, the material has been organized into 18 independent modules that can be combined in various sequences appropriate to different class formats or varied audiences. Suggested curricula for five different courses are provided: a complete six-session course, a five-session "educators" course, a five-session "decision makers" course, a 90-minute workshop on "how to get started," and a 150-minute workshop on courseware evaluation.

The topics emphasized in the booklet are:

1. operating a computer and using educational courseware;
2. exploring, choosing, and evaluating available courseware;
3. incorporating instructional computing into a lesson;
4. how computers are programmed and how they work.

No. T-651 Training Manual (87 pages) . . $20.00

USING THE COMPUTER IN THE CLASSROOM (COMMODORE VERSION)

(Teacher Training)

This comprehensive manual contains instructor notes, transparency masters, and student handout masters for teaching educators a complete introductory course in classroom computing. The material is sufficient for a course consisting of five 150-minute sessions. However, the materials have been organized into 16 independent modules that can be combined in various sequences appropriate to different class formats or varied audiences. Suggested curricula for four different courses are provided: a complete five-session course, a five-session modified course for "decision makers," a 180-minute workshop on "how to get started," and a 180-minute workshop on courseware evaluation.

The topics emphasized in the booklet are:

1. operating a computer and using educational courseware;
2. exploring, choosing, and evaluating available courseware;
3. incorporating instructional computing into a lesson;
4. how computers are programmed and how they work.

No. T-601 Training Manual (81 pages) . . . .
. . . . $20.00

USING THE COMPUTER IN THE CLASSROOM (ATARI VERSION)

(Teacher Training)

This comprehensive manual contains instructor notes, transparency masters, and student handout masters for teaching educators a complete introductory course in classroom computing. The material is sufficient for a course consisting of six 150-minute sessions. However, the material has been organized into 16 independent modules that can be combined in various sequences appropriate to different class formats or varied audiences. Suggested curricula for five different courses are provided: a complete six-session course, a five-session modified course, a six-session "decision makers" course, a 180-minute workshop on "how to get started," and a 180-minute workshop on courseware evaluation.

The topics emphasized in the booklet are:

1. operating a computer and using educational courseware;
2. exploring, choosing, and evaluating available courseware;
3. incorporating instructional computing into a lesson;
4. how computers are programmed and how they work.

No. T-652 Training Manual (81 pages) . . $20.00

USING THE COMPUTER IN THE CLASSROOM (IBM VERSION)

(Teacher Training)

This comprehensive manual contains instructor notes, transparency masters, and student handout masters for teaching educators a complete introductory course in classroom computing. The material is sufficient for a course consisting of five 150-minute sessions. However, the material has been organized into 18 independent modules that can be combined in various sequences appropriate to different class formats or varied audiences. Suggested curricula for five different courses are provided: a complete six-session course, a five-session "educators" course, a five-session "decision makers" course, a 180-minute workshop on "how to get started," and a 180-minute workshop on courseware evaluation.

The topics emphasized in the booklet are:

1. operating a computer and using educational courseware;
2. exploring, choosing, and evaluating available courseware;
3. incorporating instructional computing into a lesson;
4. how computers are programmed and how they work.

No. T-605 Training Manual (96 pages) $20.00
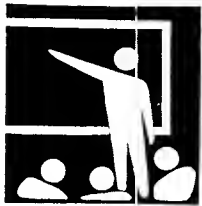
COMPUTING TOOLS: SPREADSHEETS

New

(Teacher Training, Adult Students, High School)

This diskette and manual is one of a series of hands-on training packages designed to introduce educators and high school/college students to computer tools which can increase their personal productivity. Trainer notes and participant handouts may be adapted to meet a variety of training activities, including a short (two- to three-hour) introduction to spreadsheets and a complete ten-hour course on the subject.

Spreadsheets are powerful tools both for instruction and for school management. This course provides participants with spreadsheet experience by using the VisiCalc^{TM} spreadsheet program to solve realistic business and school management problems. A copiable diskette includes sample VisiCalc^{TM} data files for all classroom activities.

Equipment and materials required for the ten-hour course include VisiCalc^{TM} software and access to a printer.

No. T-616 Apple 48K Diskette & Backup with 148-page Training Manual . . . $55.00

COMPUTING TOOLS: DATABASES

New

(Teacher Training, Adult Students, High School)

This diskette and manual is one of a series of hands-on training packages designed to introduce educators and high school/college students to computer tools which can increase their personal productivity. All trainer notes and participant handouts necessary for a three- to four-hour introduction to database systems are included.

Participants in this course learn about the capabilities of database systems to store, retrieve, and organize information by using MECC's Data Handler (product no. A-129), an Apple II system with two disk drives, and a printer.

No. T-618 Apple 48K Diskette & Backup with 69-page Training Manual $55.00

COMPUTING TOOLS: WORD PROCESSING

New

(Teacher Training, Adult Students, High School)

This diskette and manual is one of a series of hands-on training packages designed to introduce educators and high school/college students to computer tools which can increase their personal productivity. Trainer notes and participant handouts may be adapted to meet a variety of training environments, including a short (two- to three-hour) introduction to word processing and a complete ten-hour course on the subject.

The ten-hour course is designed to meet the needs of teachers who wish to use word processing with their students, as well as those who are interested in word processing for their personal and professional use. The course instructor may choose from several popular word processing packages, including Bank Street Writer and Word Handler, to provide an introduction to word processing during the first class session. These packages are simple enough for classroom use and will meet the needs of many teachers who are interested in providing their students with word processing experience. The remainder of the course focuses on the use of Apple Writer //, which is a more complex and powerful word processor. A copiable diskette includes sample document files for all classroom activities.

Equipment and materials required for the ten-hour course include an Apple //e computer system, word processing software, and a printer.

No. T-617 Apple 64K Diskette & Backup with 142-page Training Manual . . . $55.00

COMPUTING TOOLS: GRADE MANAGER

New

(Teacher Training)

This training manual is one of a series of hands-on training packages designed to introduce educators to computer tools which can increase their personal productivity. All trainer notes and participant handouts necessary for a three- to four-hour introduction to Grade Manager, MECC's gradebook system, are included.

Course participants will learn how to customize their Grade Manager electronic record keeping system to correspond to their own grading method and schedule. During the class session, participants use actual class data to record scores, compute grades, and print a variety of class and individual progress reports.

Equipment and materials required include MECC's Grade Manager (No. A-771), an Apple II system with one or two disk drives, and access to a printer.

No. T-619 Training Manual (81 pages) . . $25.00

INTRODUCTION TO LOGO FOR TEACHERS

(Teacher Training)

This diskette and manual provide materials for use in training teachers to use Logo in the classroom. While the materials include activities that teach the commands of the language, the emphasis is on involving the participants in using Logo in the problem-solving process.

The course materials focus on the turtle graphics capabilities of Logo and provide a brief introduction to Logo's ability to manipulate words and sentences. Topics covered include designing pictures on the screen, creating simple procedures which are used as building blocks for more elaborate ones, editing procedures, creating procedures with inputs, and developing group problem-solving activities.

The manual provides the training notes, activity handouts, and transparency masters for a 12-hour training session. While it is written for use with Apple Logo, the activities and strategies presented could be adapted to other versions of Logo.

No. T-649 Apple 64K Diskette & Backup with 118-page Training Manual . . . $49.00

INTRODUCTION TO PASCAL FOR PROGRAM-MING TEACHERS

(Teacher Training, Adult Students, High School)

As high schools begin to add computer science to their curricula, many desire to teach advanced programming languages which stress structured programming concepts. Most often, Pascal will be the language chosen for this purpose. Because most teachers are not familiar with Pascal, new training will be needed. This diskette and manual provide the materials needed to present a 30-hour training session which introduces programming teachers to the fundamentals of structured programming using Apple Pascal.

Topics covered include the Apple Pascal operating system and editor, Pascal programming statements, and data structures. Structured programming techniques and hands-on experience are emphasized throughout. The contents are also designed to provide teachers with the necessary knowledge and skills to design a class for students that follows the College Board's Advanced Placement Computer Science syllabus.

No. T-656 Apple 64K Diskette & Backup with 238-page Training Manual . . . $65.00

LOGO, WORDS, AND IDEAS

New

(Teacher Training)

Logo is great for drawing pictures, but what else can students do with it? This diskette and manual provide materials for use in teacher training to help answer this question. While MECC's Introduction to Logo for Teachers addresses the needs of teachers just starting with Logo and focuses on turtle graphics, Logo, Words, and Ideas is meant to meet the needs of more experienced teachers. Training notes, transparency masters, and participant handouts for a ten- to twelve-hour class are provided. A copiable diskette includes all samples programs necessary to teach the course, as well as possible solutions for the classroom programming activities.

Logo programming concepts in this course include recursion, manipulating words and lists of words, and creating interactive procedures. Instructional topics include classroom strategies to enhance learning and discovery, application of top-down design to Logo projects, and applications for Logo which tie into language arts and other curriculum areas.

Equipment and materials required include a 64K Apple II system and Apple Logo software.

No. T-613 Apple 64K Diskette & Backup with 160-page Training Manual . . . $49.00

APPLE ASSEMBLY LANGUAGE

(Advanced Programming)

These comprehensive training materials provide the basis for an introductory course in Apple Assembly language. The manual includes class outlines, extensive informational handouts, and 36 sequenced student exercises. The diskette contains six utility programs to aid the beginning or advanced assembly language programmer.

THE 6502 CPU is an animated simulation of the 6502 microprocessor, illustrating the operation of each instruction. STEP AND TRACE is a powerful debugging tool for machine language programs. The Mini-Assembler and the Editor-Assembler, both products of Apple Computer, Inc.. are available on this diskette. The last program, CONVERT, allows for fast and convenient conversion between binary, hexadecimal, decimal, and ASCII character values.

A standard assembly language textbook or reference book should be used in conjunction with these materials.

No. T-691 Apple 48K Diskette & Backup with 111-page Support Manual . . . $49.00

training materials

80

BEGINNING APPLESOFT BASIC

(Teacher Training, Adult Student, High School)

This diskette and training manual introduce educators and other adults to the fundamental concepts of programming in the Applesoft BASIC language. Trainer notes and participant handouts are designed to develop the major concepts of BASIC programming, including output (print and graphics), input, repeating (FOR/NEXT), branching (IF/THEN and GOTO), accumulators, counters, and flags. Extensive hands-on programming experience is provided, pertaining to business, educational, and recreational applications of the computer.

The manual provides materials for 12 hours of class sessions. While the content is primarily directed toward the training of adults, it is also appropriate for the teaching of high school students.

No. T-648 Apple 48K Diskette & Backup with 79-page Training Manual $49.00

ADVANCED APPLESOFT BASIC

(Teacher Training, Adult Students. High School)

This set of teacher training materials includes a teacher's manual and a diskette of example programs. Topics covered include Boolean arithmetic, PEEKS, POKES, CALLS, functions, use of game controls, error processing, subscripted variables, sorting techniques, and files. The manual is formatted for a course composed of five 3-hour sessions. For each session, there is an outline, notes to the instructor, discussion problems with example programs, and master copies of student handouts and assignments. Solutions to the student assignments are also in the manual. All the example programs that appear in the manual also appear on the accompanying diskette.

No. T-670 Apple 48K Diskette & Backup with 87-page Support Manual $49.00

INTERMEDIATE APPLESOFT BASIC

(Teacher Training, Adult Students, High School)

This training manual is the sequel to Beginning Applesoft BASIC. The four instructional units first review beginning BASIC, then introduce such topics as simple and nested loops, data flags, formatting the output with HTAB and VTAB, substring operations, subroutines, generating random numbers, and the use of GET. Many example programs are provided, and much of the text consists of guided activities related to these examples. A lengthy Teacher Notes section at the back provides solutions to these activities.

Similar to Beginning Applesoft BASIC, this booklet can be used as a student text or as a teacher's manual. While directed primarily toward the training of teachers, the content and level are also appropriate for other adult students and for high school.

No. T-660 Training Manual (111 pages) $24.00

APPLESOFT SPECIAL FEATURES

(Teacher Training, Adult Students, High School)

This set of teacher training materials includes a teacher's manual and a diskette of example programs. Apple graphics, including high- and low-resolution graphics and the creation and manipulation of shape tables, is a primary emphasis. Additional topics covered include sound, binary file handling, and the use of MECC's STARTER program from Programmer's Aid Volume 1 (not included).

The manual is formatted for a course with five 3-hour sessions. For each session, there is an outline, notes to the instructor, and handouts of example programs for photocopying and distributing to the students. The example programs also appear on the accompanying diskette.

No. T-675 Apple 48K Diskette & Backup with 48-page Support Manual $48.00

training materials

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STRUCTURED DESIGN AND PROGRAMMING

New

(Teacher Training, Adult Students, High School)

Creating programs which work correctly the first time requires careful program planning and design. Such design skills are essential for computer science students and their instructors. This diskette and manual provide materials needed to teach these concepts to programming teachers and high school/college students. Training notes, transparency masters, and participant handouts for a ten- to twelve-hour class are provided. A copiable diskette includes all sample programs necessary to teach the course, as well as possible solutions for the classroom programming activities.

The course content is applicable for inclusion in introductory BASIC, Pascal, and FORTRAN classes. Design concepts include top-down design, pseudocode planning, and stepwise refinement of tasks. Design tools such as IPO charts, data flow diagrams, and data dictionaries are presented and used in the class. Organization and management of a structured design process are also presented and practiced, including structured walk-throughs, programming teams, structured testing, and documentation.

Additional materials suggested include MECC's Extensions to Applesoft BASIC (product no. A-786).

No. T-615 Two Apple Diskettes & Backups with 206-page Training Manual . . . $80.00

MICROCOMPUTERS: A COURSE FOR PARENTS AND CHILDREN

(Community Training)

With so many families now owning personal computers, parents as well as children need training in the computer's use. This manual provides the training materials for a five-session course in which children and their parents participate together. The focus of the activities is learning to communicate with the computer using the BASIC language. Other topics include how computers work and how they are used.

The materials include notes for the trainer, sheets for class activities, and take-home activity sheets for the family to work on between class sessions. The BASIC language materials are generalized for use on most computer brands. This course is the ideal introduction for the family that computes together!

No. T-657 Training Manual (79 pages) . . . $8.00

training materials

planning materials

ESTABLISHING INSTRUCTIONAL COMPUTING: THE FIRST STEPS (PHI DELTA KAPPA)

This booklet provides information for school administrators regarding the initial planning and implementation of instructional computing in elementary and secondary schools. It discusses how and where to fit computing into the school program, the curriculum, and the lesson. Additional topics include criteria for selecting computer equipment, where to place the computers in the school, and how to locate, evaluate, and develop educational software.

No. G-610 Booklet $1.50

PLANNING FOR EDUCATIONAL TECHNOLOGY

This planning guide was created by the Minnesota Department of Education to assist school districts in creating long-range plans for the use of computers and other technologies. The book suggests a format for a plan and provides information for its sections. Emphasis is placed on integrating technology into the curriculum and on implementation factors such as personnel, equipment purchase, materials selection, staff training, and budget. Also included are sections on developing a district technology philosophy, determining goals for technology use, and evaluating the results of implementing a plan. While some of the book's contents apply directly to Minnesota legislation for educational technology support, the majority of the information is of general use to all school districts.

No. G-611 Planning Guide (94 pages) . . . $12.00

MINNESOTA COMPUTER LITERACY AND AWARENESS ASSESSMENT (FORM 8)

This 120-item test was designed as part of a National Science Foundation Project to measure computer literacy and awareness in the following areas: hardware, software and data processing, applications, impact, and programming and algorithms. Although designed for secondary students, the test has been used in a variety of situations. A user guide with answer key is available.

No. G-500 Test Booklet . . . . $ .75

FINAL REPORT—COMPUTER AWARENESS AND LITERACY: AN EMPIRICAL ASSESSMENT

This document, "Assessing Computer Literacy," is the final report to the National Science Foundation on the second of two studies conducted by MECC during the period 1978-1980. The report describes the first general purpose test of computer literacy, evaluates its measurement properties, and describes the results for several thousand high school students in the state of Minnesota. It includes an in-depth analysis of the factors which produce greater or lesser computer learning. The conclusions derived from this investigation are aimed at three audiences: (1) persons interested in the ongoing state of computer literacy, (2) teachers who attempt to improve the level of computer literacy in high schools around the country, and (3) educational researchers who attempt to identify the underlying processes of learning, especially the factors that predict achievement. This report includes the information reported in #502--User Guide for the Minnesota Computer Literacy and Assessment Test, which is no longer in print.

No. G-503 Final Report (327 pages) . . . $11.00

general computing materials

MECC APPLE COURSEWARE LIBRARY CARDS

New

Save your school librarian or media specialist hours of typing and cataloging with the MECC Apple Courseware Library Card collection. This set of over nine hundred cards catalogs Apple courseware and training diskettes and manuals produced by MECC through 1984. The cards are alphabetized by product title--from Addition Logician to Writing a Narrative--with each product numbered using the Dewey/Sears system. Cards for each product include a main entry card, subject cards, added author and title cards, and an extra shelflist card.

No. G-804 Library Card Set $40.00

MECC COMPUTER PARTS KIT

Seeing is believing and with this collection of computer parts you can now show your students the parts of a computer which you could only talk about before. Components from all three generations of computers are included: printed circuit boards with vacuum tubes, transistors, and integrated circuits. Varieties of magnetic tape ranging from 1/8" to 3/4" — including a rare metallic form — complement several different floppy diskettes and a 14" hard disk as samples of mass storage media. Using a bottle of developer, included in the kit, your students can now see the sectors, blocks, and tracks on magnetic tape and disks. With the core plane, students not only learn about hardware, but can also strengthen their concepts of bits and bytes. The kit also includes a variety of punch cards, microfiche, and other computer materials. A teacher's guide provides you with background information on all of the parts and contains a variety of activities and investigations for your class to conduct.

No. G-647 . . . . $75.00

THREE-FOLD VINYL BINDERS FOR MECC SUPPORT MANUALS

New

These attractive three-fold vinyl binders, designed especially for our new product covers, allow the package to stand squarely on any shelf. Clear plastic holders on the front cover and spine keep the product title visible at all times. Each one-inch binder will hold one manual and two diskettes.

No. G-803 Three-fold Binder $6.00
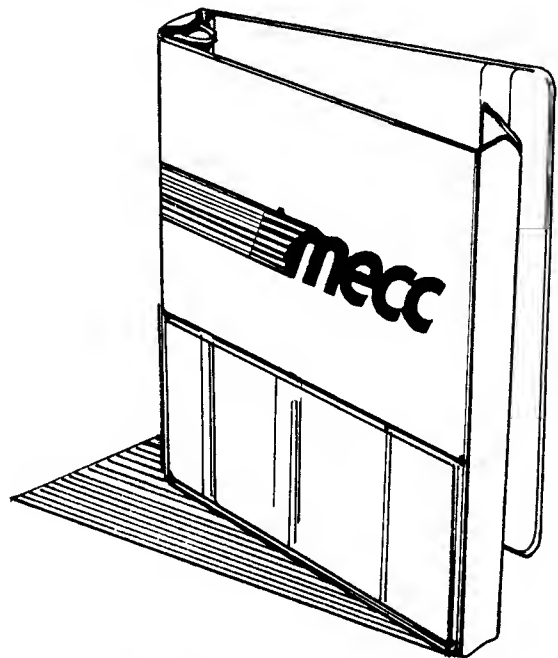
THREE-FOLD VINYL BINDERS

APPLE

Diskettes & Manual
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APPLE

Diskettes & Manual
(unless otherwise stated)

Order No.	Title	Cost	Page

d

A-129	Dota Hondler	49.00	35
*A-101	Dota Hondler in the Classroom (Teocher's Manual with Student's Monual)	49.00	7
*A-102	Doto Handler in the Clossroom (Student's Monuol Only)	10.00	7
*A-128	Discovery Lab	44.00	40
*A-107	Ducks	44.00	40

e

A-788	Early Addition	44.00	32
A-760	Ejercicios de Matemoticas (Sponish Longuage Math Proctice)	45.00	18, 33
A-791	El Asistente del Instructor (Teoching Assistant--Spanish)	43.00	19, 47
A-816	Electronic Money	36.00	42
A-764	The Electronic Spreodsheet--Revised Edition (Teocher's Monuol with Student's Monuol)	49.00	7
A-765	The Electronic Spreodsheet--Revised Edition (Student's Monuol Only)	8.00	7
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A-705	Elementory Vol. 4 - Math/Science (Ecology, Astronomy, ond Arithmetic)	49.00	27, 38
A-719	Elementory Vol. 5 - Longuoge Arts (Prefixes)	45.00	22
A-725	Elementory Vol. 6 - Sociol Studies (Simulotions)	49.00	41
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A-732	Elementory Vol. 8 - Geometry (Points ond Angles)	43.00	27
A-733	Elementory Vol. 9 - Geometry (Lines ond Triangles)	44.00	28
A-734	Elementory Vol. 10 - Geometry (Quodriloterols: Area and Perimeter)	45.00	28
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A-736	Elementory Vol. 12 - Longuoge Arts (SIMS)	43.00	22
A-743	Elementory Vol. 13 - Nutrition	46.00	20
*A-401	Energy House	48.00	W-3
* 2007	Energy Monoger	100.00	6
A-746	English: Ports of Speech	49.00	23
*A-124	Estimotion	36.00	33
A-810	Experiencing Procedures	36.00	14
*A-110	Exploring Sorting Routines	36.00	13
A-786	Extensions to Applesoft BASIC	43.00	13
A-775	EZ Logo	48.00	10

* Indicates new products

APPLE

Diskettes & Manual
(unless otherwise stated)

Order No.	Title	Cost	Page

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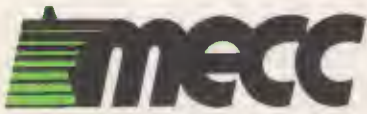
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